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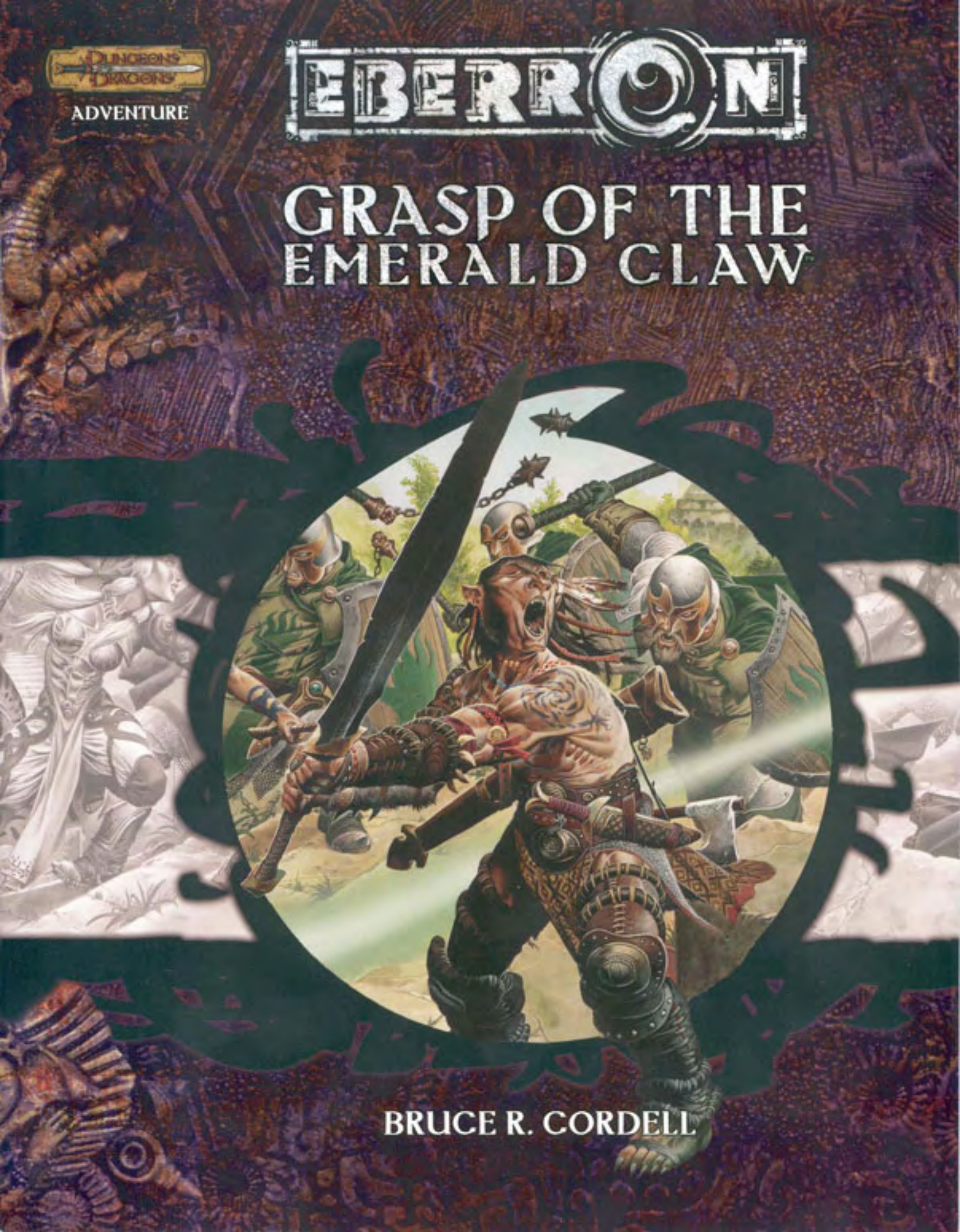
GRASP OF THE EMERALD CLAW



BRUCE R. CORDELL

GRASP OF THE EMERALD CLAW™

A 6th-Level Adventure

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Introduction

This adventure pits a group of 6th-level characters against the forces of the Order of the Emerald Claw. The sinister organization's hunt for the parts of an ancient creation pattern nears its conclusion, but other groups also seek this powerful item. The search leads the characters from Sharn to the mysterious continent of Xen'drik—where the fate of the creation pattern might be decided once and for all.

To best utilize this adventure, you need copies of the following D&D books: *Player's Handbook, Dungeon Master's Guide, Monster Manual*, and the *Eberron Campaign Setting*. This adventure is designed as a continuation of the story presented in "The Forgotten Forge" (in the *Campaign Setting*), *Shadows of the Last War,* and *Whispers of the Vampire's Blade*. It works best as the fourth part in this series, but it can also be played as a stand-alone adventure.

Adventure Background

This adventure provides a conclusion to the search-for-the-schemas storyline that began in "The Forgotten Forge." There are four schemas that combine with an ancient creation pattern to create an as yet unknown item of great power. House Cannith, with the help of the adventurers, has recovered the creation pattern and schemas A and B (if the adventurers successfully completed "The Forgotten Forge" and *Shadows of the Last War*). The Order of the Emerald Claw, which also covets the schemas, has acquired schema B (a copy from the facility at Whitehearth) and schema C. The last part, schema D, is still unaccounted for.

Lady Elaydren d'Cannith, working secretly for Baron Merrix d'Cannith, has served as the adventurers' patron and has provided them with the means to recover two of the schemas and the creation pattern. She claims to represent Baron Jorlanna d'Cannith of Aundair, and does belong to the Aundairian house, but has long been secretly in the service of Merrix. Why the subterfuge? Because Merrix doesn't want his competitors or opponents to know he is on the trail of ancient magic. Jorlanna wants the schemas? Fine. Merrix wants them? Then they must be powerful indeed. (At least, that's how Merrix believes people interpret his actions.)

Garrow, a changeling priest of the Blood of Vol in the service of the Emerald Claw, leads that group's efforts to recover the schemas and has been successful enough to acquire two of them. He appeared as a vampire in *Shadows of the Last War* and as a half-elf privateer and airship captain in *Whispers of the Vampire's Blade*.

Finally, the Lord of Blades has also been searching for the schemas since he became aware of Provost Bonal Geldem's work at Morgrave University. He has sent a number of agents to recover the schemas, but all have thus far failed him. Scimitar, who led an attack against the adventurers in *Whispers of the Vampire's Blade*, continues to hunt for them or for their patron, Lady Elaydren.

The Creation Pattern

Of the key players, only Merrix understands the truth of the creation pattern. He has studied the writings of his ancestor, Kedran d'Cannith, and knows a lot about the Maker's long-ago forays into the mysterious wilderness of Xen'drik. Kedran, who lived around the time of the War of the Mark, constantly sought ways to improve his techniques and the power of his dragonmark. During his explorations and experiments, Kedran discovered one of the schemas that belonged to an ancient creation pattern that he dubbed "the Xulo Pattern." He spent years deciphering writings dating back to the Age of Giants and searching for the other pieces of the Xulo Pattern. By the time he had found three of the four schemas and the creation pattern itself, Kedran realized the truth about the Xulo Pattern—it was disassembled and scattered across the Xen'drik wilderness on purpose.

Creation patterns discovered in Xen'drik appear in two sizes: large patterns used by giant wizards and smaller patterns employed by their elf magehands, the elves who were taught enough magic to assist their giant masters. The Xulo Pattern was one of the latter patterns. It converted arcane energy into sentience, which could then be imbued into items of all types—including constructs similar to the modern warforged. Over time, the Xulo Pattern developed sentience of its own. It was a dark, malevolent sentience that caused some amount of trouble for the giants. It took control of a temple and used its malign intelligence to sow discord and inflict pain. After a dreadful period of conflict instigated by the Xulo Pattern, the giants dismantled the pattern and hid each part (four schemas and the creation pattern itself) in a different location.

Over a number of years of dedicated study and exploration, Kedran recovered three of the schemas and the creation pattern. He studied them in his enclave in Sharn, piecing together purpose and history from the fragments of documents and tablets he uncovered in Xen'drik. On his last trip to the mysterious continent, Kedran not only located the fourth schema, he solved the secret of the Xulo Pattern. Realizing that the completed pattern would be dangerous, Kedran decided to leave the fourth schema where it was and returned to Sharn to separate the pieces he had. In isolation, each piece was a valuable tool for unlocking arcane secrets of the ancient giant civilization. By studying the individual schemas and the pattern from Xen'drik, Kedran and his descendants developed many creation patterns. Eventually, the warforged were created using the centuries of research and development started by Kedran long ago.

Now, Baron Merrix d'Cannith wants to take the experiments to a level that Kedran refused to attain. Merrix wants to observe and study the completed Xulo Pattern, despite warnings from Kedran and the ancient Xen'drik arcane master. He wants to meet and converse with the ancient sentience, to learn what it can tell him about the Age of Giants, and to find new ways to improve his beloved creations—the warforged.

Adventure Synopsis

In Sharn, the City of Towers, the adventurers are again called upon to help Lady Elaydren d'Cannith. This time, in addition to appealing to their desire for gold and adventure, Elaydren describes a desperate situation involving the schemas and the Order of the Emerald Claw. The adventurers arrive to find that Lady Elaydren's domicile has been trashed and the lady herself left for dead. Agents of the Emerald Claw have raided her sanctuary and stolen the two schemas and the creation pattern.

Fearful that her secret master, Baron Merrix, will be angry with her for losing the items, Elaydren sends the adventurers to recover the stolen materials. With the completed creation pattern, she explains, the Order of the Emerald Claw will gain power beyond anything imaginable. The order can't be allowed to succeed, she warns, or the Five Nations and the dragonmarked houses themselves could fall.

She also reveals that the Emerald Claw has taken notes recently uncovered in one of the House Cannith libraries—notes made by Kedran d'Cannith around the time of the War of the Mark that suggest where the last schema is hidden. The notes imply that the fourth schema lies in ruins on the mysterious continent of Xen'drik. "Hurry," Elaydren urges the characters. "You must follow the Order of the Emerald Claw to Xen'drik and recover the schemas at all costs."

Elaydren provides the adventurers with information, traveling papers, and passage on a new vehicle developed by Cannith for use by the intelligence agencies of the Five Nations—an undersea ship. During the trip to Stormreach, sahuagin raiders attack as the undersea ship wends its way through Shargon's Teeth.

In Stormreach, investigation produces results: A group of armored soldiers arrived in a privateer airship, asked questions about the deep jungle, and then went into the jungle following the Rachi River. The adventurers' best option for following them is to hire a riverboat. After a trip into the wilderness of Xen'drik, the adventurers reach the ruin where the last schema waits. Dark elves and other dangers must be dealt with before the adventurers enter the ruin for the final confrontation.

At the heart of the ruins, a giant-sized living construct that predates modern warforged by several millennia guards the last schema. The primitive warforged must be overcome, along with Garrow and the remnants of the Claw task force, as well as Scimitar, an agent for the Lord of Blades who has formed a temporary alliance with Garrow to make sure that the creation pattern is completed.

And what of the Xulo Pattern? Once all of the pieces come within close proximity of each other, the ancient intelligence awakens. Suddenly all parties have a new and powerful enemy to contend with. . . .

SHADOWS AND WHISPERS

Grasp of the Emerald Claw follows the events of the Eberron adventures "The Forgotten Forge," *Shadows of the Last War,* and *Whispers of the Vampire's Blade*. If you did not run these adventures, don't worry; *Grasp of the Emerald Claw* is a stand-alone adventure that can be run for characters without firsthand experience of the other adventures. The previous events could have happened through the actions of another party of adventurers, and now Lady Elaydren turns to your group to finish the job that started weeks ago with the murder of Provost Bonal Geldem of Morgrave University. If this is your first foray into this series of adventures, you should still work out that Lady Elaydren is one of your adventuring party's patrons prior to running *Grasp of the Emerald Claw*.

Scimitar

Part One: Lady in Distress

This adventure begins in the city of Sharn. If you ran *Whispers of the Vampire's Blade,* it takes place a couple of weeks after the adventurers return to Sharn to report to Viorr Maelak of the King's Citadel. If you are starting with this adventure, the references to past events happened to Lady Elaydren and a previous group of adventurers under her employ. She serves as patron for a number of groups, however, including the group participating in this adventure.

Part One gets the adventure rolling by providing the group with a call to action from one of their patrons, Lady Elaydren of House Cannith. At the Lady's domicile in the Middle-City, the adventurers must overcome a trio of Karrnathi zombies to get to their patron's side.

Employment Opportunity

While the adventurers are resting between missions, in their favorite inn or tavern or in whatever place they use as a headquarters when they stay in Sharn, a message arrives. Read the following:

The rain has returned after a few welcome days of sun, and now the steady beat of water falling on the roof and nearby suspended walkways fills the air with constant noise. A side door opens, and one of Sharn's gargoyle messengers enters the room. Rain runs in rivulets down the creature's stony hide, reminiscent of the way it cascades down the stone towers of the city. A House Vadalis signet hangs from the harness around the gargoyle's chest.

The gargoyle asks for the player characters by name. When they identify themselves (or are otherwise pointed out), the messenger approaches.

"The Lady has need of you," the gargoyle says in a raspy voice that sounds like stones being scraped together. He reaches into the pouch slung over his shoulder and drops a sealed envelope onto the table. With a nod, the gargoyle turns and disappears back into the rain-filled city.

The envelope, made of high-quality paper, features a wax seal with the House Cannith signet pressed into it. It contains a brief letter from Lady Elaydren d'Cannith:

Friends,
Another opportunity to earn gold and perform a service for House Cannith presents itself. Please meet me at my town house at the sound of the second evening chime. Come to the Parlan Tower in Middle Central, Town House 19.
Lady E.

Town House 19 (EL 6)

After the PCs make their way to Parlan Tower in Middle Central, they can easily locate Town House 19.

Something looks wrong as you approach Lady Elaydren's town house. The open door, the scattered papers, and the smashed windows indicate that something violent occurred recently. A shadow moves in the doorway, and you hear a woman scream somewhere inside.

The Situation: By the time the adventurers respond to Lady Elaydren's summons, Garrow and his task force have already come and gone, taking the two schemas, the creation pattern, and Kedran's notes with them. The priest of Vol left three Karrnathi zombies to finish off Elaydren, to further delay anyone seeking to aid her, and perhaps to sow confusion by making it look like Karrnath has attacked House Cannith.

The door to the town house opens onto a 30-foot-by-30-foot foyer. House Cannith guards lie scattered around the room, cut down by weapons and magic. The three Karrnathi zombies surround a wounded and nearly exhausted Elaydren. Lady Elaydren has used all her spells and other resources, and tries to hold off the zombies with her dagger.

Karrnathi Zombies: hp 28, 27, 22; *Eberron Campaign Setting,* page 292.

Tactics: Unless otherwise distracted, the Karrnathi zombies direct all their attacks at Elaydren until she falls. If another character attacks the zombies, two of them turn to face the new challenger while the third continues to attack Elaydren unless it too is engaged.

Lady Elaydren d'Cannith: Female human aristocrat 3/sorcerer 2; hp 12 (of 19); Atk +1 melee (1d4–1/19–20, masterwork dagger); all spells and disposable possessions used up.

Development: The Karrnathi zombies were ordered to make sure that Lady Elaydren and any of her minions are destroyed. The zombies fight with a malevolent intelligence and work together to defeat their enemies. If the PCs try to reason or otherwise talk to the zombies, the zombies display a disdain for nonwarriors and for those not born of Karrnath. They won't reveal whom they work for, but often shout Karrnathi war slogans as they battle: "For Karrn and Karrnath!" "By the Blood-Sword's crimson blade!" and "You are no match for the blood and soil of Karrnath!" for example.

When the PCs defeat the zombies, they can talk to Lady Elaydren.

Time Is of the Essence

Provided the adventurers defeat the Karrnathi zombies before Elaydren dies, they can speak to their patron. Read:

"Once again I am in your debt," Lady Elaydren says as she tries to compose herself after the brutal ordeal. "The zombies were only part

of the larger force that attacked my guards and household staff. There were armored warriors wearing the symbol of the Emerald Claw, and a warforged fighter with a wickedly curved scimitar. The worst of these, however, was their leader. He appeared first as a smiling merchant, rotund and jolly, who used so innocent a form to gain entry to my town house. Then his form seemed to melt and flow, and he appeared as a tall, emaciated man with white skin, red eyes, and sharp fangs."

Elaydren pauses to calm herself, accepting any healing or other aid the PCs might offer. Then she continues:

"They killed my guards, my servants . . . they smashed my pre-Galifar memory urn . . . and they took the schemas," Elaydren recounts with a heavy heart. "By the Great Forge, the Emerald Claw has the schemas and the creation pattern!" She pauses again, and a new resolve sparkles in her sapphire eyes. "There is still time to retrieve the schemas and keep the Order of the Emerald Claw from gaining whatever power the completed creation pattern may possess. Time is of the essence, and there isn't a moment to waste. Will you undertake this mission for me?"

Elaydren's Offer: Lady Elaydren d'Cannith works hard to convince the adventurers to once again take up her cause. This time, in addition to monetary gain and the continued support of House Cannith, she appeals to them to protect the Five Nations from the evil machinations of the Order of the Emerald Claw. Work the answers to these questions into the adventurers' conversation with Lady Elaydren.

Why Should We Help You? "For taking on this mission, I will pay you 5,000 gold pieces each—half now, the rest when you return with the items. The schemas and the creation pattern belong to House Cannith, but more importantly, we must not allow the Order of the Emerald Claw to use the completed pattern. I haven't quite determined what the pattern can be used to create, but the reputed power it possesses cannot be allowed to fall into the grasp of the Emerald Claw. Neither the Five Nations nor the dragonmarked houses will be safe should the order attain a powerful weapon. They have three of the four schemas. They can't be allowed to retrieve the fourth."

Why Us and Not House Cannith Operatives? "I was given the schemas and the creation pattern to hold and keep safe, and I have failed. I must recover the items through the efforts of my own resources, or my standing in the house will be in jeopardy. You have served me well in the past, and I turn to you again in this hour of need."

How Can We Find the Schemas? "Among the items stolen from me were recently uncovered notes made by my ancestor, Kedran d'Cannith. It was in his ancient forge far below Sharn that the first schema was discovered. His notes hint at the location of the fourth schema. I can provide you with those hints, and you can beat the Emerald Claw to the location."

Where Do You Think the Fourth Schema Is? "The fourth schema can be found in Xen'drik, in ancient ruins once populated by giants and their elf slaves. Kedran's notes clearly identify the place, and I can replicate the clues that were among his writings."

What's Next? "Prepare yourselves for a journey to the mysterious continent of Xen'drik. Here is a letter of credit for 5,000 gold pieces that you should use to outfit yourselves and procure potions and scrolls for the expedition. Return here in two hours, and I will have your advance payment ready. I will also make arrangements for your travel."

When the adventurers have asked all the questions they can think of, go on to Part Two.

What Happened at Town House 19?

Lady Elaydren doesn't understand the dark game of danger and deceit that she has been forced to play. Yesterday, Baron Merrix summoned her and entrusted the two schemas, the creation pattern, and some recently uncovered notes attributed to their ancestor, Kedran, into her care. Merrix explained that they would be safer with her than with him, and he would call for their return at a later date.

Once Elaydren left with the items, Merrix had word concerning this development leaked to the Order of the Emerald Claw through operatives not easily traced back to House Cannith. For Merrix to get to actually see the result of completing the creation pattern, all the various schemas had to come together. By sacrificing his hard-won schemas and the notes that lead to the location of the final schema, Merrix believes that the ancient sentience will be allowed to emerge. Once emerged, it would find its way back to him, either through the actions of Elaydren's hirelings or through the actions of other agents not yet in play.

Anyway, Elaydren examined Kedran's notes and realized that she had not only two schemas and the creation pattern, but also the key to finding the final schema. Knowing how hard others were looking for these objects, a nervous Elaydren doubled her personal guard and sent for the adventurers who have been so helpful and resourceful thus far. Unfortunately, the adventurers arrive too late to stop Garrow and his task force from stealing the items entrusted to Elaydren, but they have an opportunity to save their patron from a horrible death at the hands of Karrnathi undead.

Part Two: From Here to There

This part of the adventure deals with the trip from Sharn to Stormreach, on the northern coast of Xen'drik. The adventurers must brave the Straits of Shargon and safely pass through Shargon's Teeth, the realm of the sahuagin, to reach the mysterious continent.

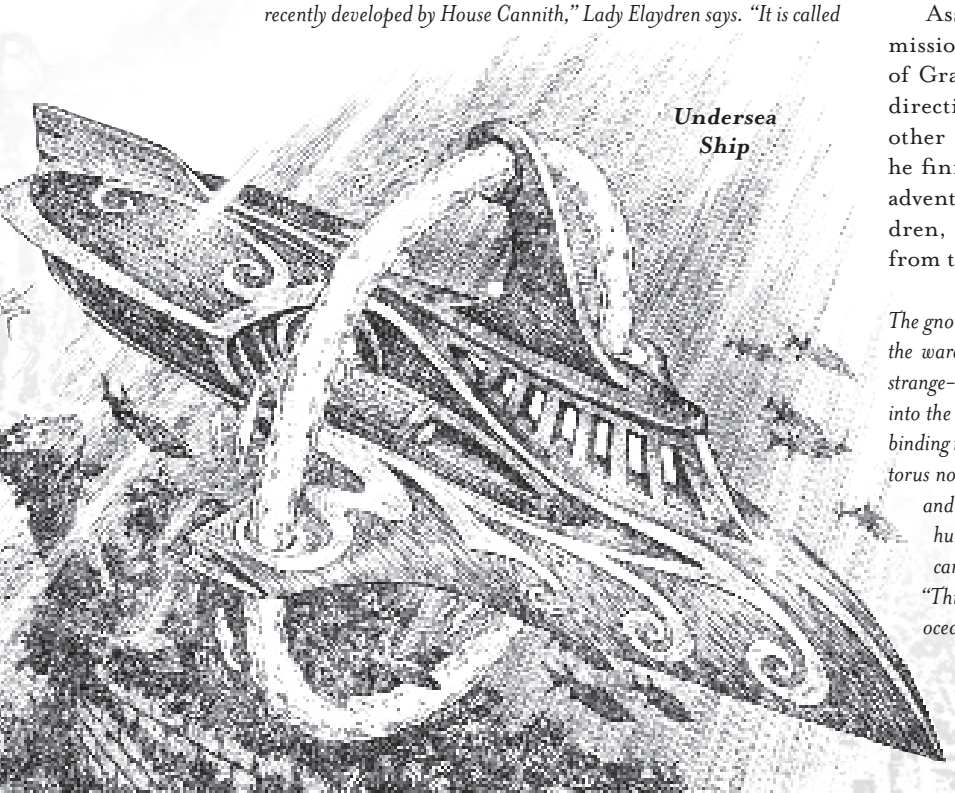
The PCs have two hours to purchase supplies and make any other arrangements they like. Then, back at Elaydren's town house, they receive the advance on their payment, last-minute instructions, and passage on a strange new vehicle—an undersea ship.

Last Words from Elaydren

When the adventurers return to Lady Elaydren's town house, they see that she has called for laborers to clean up the mess. Attentive PCs can notice (DC 15 Spot check) that these are common laborers, not affiliated with House Cannith or any of the other dragonmarked houses. Elaydren wants to keep the news of recent events from reaching Baron Merrix for as long as possible, unaware that the Baron has been watching events unfold at the town house all day through the use of magical means.

Elaydren seems relieved to see the adventurers, since many of her hopes for advancing in her house rest with them. She welcomes them and lays out the last details before the adventurers can depart. Read:

"I have secured you passage on a new form of transportation recently developed by House Cannith," Lady Elaydren says. "It is called an undersea ship, for it travels secretly beneath the waves. Three such vehicles have been constructed. We built them for various intelligence agencies, but only one such group has had the vision to purchase one of the ships now that the Last War has ended. The other two remain in Cannith hands. Take this letter of passage to Byam, in the Grayflood district. He can be found in the vicinity of the Stone Docks. He will make sure you get safely to Stormreach and back again."



Undersea Ship

Elaydren moves on to discussing how to find the Emerald Claw task force. Read:

"The undersea ship will take you to Stormreach, the trading town located on the northern coast of Xen'drik. You might be able to pick up the Emerald Claw task force's trail in or around Stormreach, but if that doesn't seem to be working, head directly for the ruins. Kedran's notes place the ancient site about four hundred miles up the Rachi River. Here is the clue from Kedran's notes to finding the site once you reach that stretch of the river: At the turn in the Rachi River, where the land rises and the hands of stone reach for the sky, look toward the giant's left hand for guidance to the schema's resting place."

Finally, Elaydren gives each of the adventurers a small pouch of gems worth 2,500 gold pieces.

"Collect the four schemas and the creation pattern, return them to me, and an equal amount will be yours on your return. Good luck, and may the fortunes of the Houses and the Nations smile upon you."

Sea Dart

The waterfront area of the Grayflood district bustles with laborers and sailors. Arcane and mundane cranes abound to help with the lifting of crates and boxes, so magical auras abound.

Light: Daylight.

Sound: Ship horns, laborers' calls, mundane dockyard noises (automatic).

Assuming the characters accept Elaydren's commission, they eventually find themselves at the docks of Grayflood. Questions about Byam quickly provide directions to a gnome engaged in a game of dice with other sailors. He asks the adventurers to wait while he finishes the game and collects his winnings. If the adventurers show Byam the letter of passage from Elaydren, he nods and leads them to a warehouse set back from the docks. Read:

The gnome with the short, dark hair and colorful speech leads you into the warehouse. Inside, hidden from view, a sunken pool contains a strange-looking vessel. It looks superficially like an airship that has fallen into the water, complete with an elemental binding ring. However, the binding ring contains violently spinning water instead of the airy or fiery torus normally seen on airships. The craft's shape seems strangely thin and elongated. Moreover, every compartment is sealed inside the hull. Several gnome crew members are in the process of transferring cargo crates into an open hatchway on top of the craft.

"This is the Sea Dart, my friends, and I am its captain, Byam of the ocean depths!"

Byam knows that the characters need to reach Stormreach as quickly as possible, though he doesn't know why—nor does he want to know. As a loyal retainer of House Cannith, he has agreed to work for Lady Elaydren without asking questions.

Elaydren told Byam that the characters are experienced hands and capable warriors. Byam plans to take a route through Shargon's Teeth that will allow him to cut more than a day off the trip. He hopes it won't come to it, but Byam has decided to gamble on the PCs being able to help put down any attempted sahuagin piracy.

Byam shows the characters to their berths. Because of space constraints, four characters are packed into a room that has two narrow sets of double bunk beds.

Captain Byam: hp 29; see Appendix.

Gnome Crew (6): Gnome fighter 2; CR 2; Small humanoid; HD 2d10+6; hp 17; Init +2; Spd 20 ft.; AC 16, touch 13, flat-footed 14; Base Atk +2; Grp –2; Atk or Full Atk +3 melee (1d6/×3, masterwork gnome hooked hammer) or +2 melee (1d3/19–20, dagger); SA spell-like abilities; SQ —; AL LG; SV Fort +6, Ref +2, Will +0; Str 10, Dex 15, Con 17, Int 13, Wis 10, Cha 8.

Skills and Feats: Hide +7, Jump +1, Listen +3, Sense Motive +1, Spot +2; Combat Expertise, Improved Trip, Two-Weapon Fighting.

Possessions: leather armor, masterwork gnome hooked hammer.

Development: The top maintainable speed of the *Sea Dart* is approximately 15 miles per hour. The bound water elemental that powers the vehicle never tires, so assuming there is no trouble, and accounting for terrain, the *Sea Dart* can make the trip around Shargon's Teeth and on to Stormreach in about five days. However, Byam's desire to follow Elaydren's orders and get the adventurers to the trade settlement as quickly as possible puts the undersea ship on a course through Shargon's Teeth. Provided all goes well, this cuts the length of the trip to approximately three and a half days.

Undersea Ship: The *Sea Dart* has a narrow bridge at the ship's front, an observation blister (which serves as the all-hands area and cafeteria), a galley for food preparation and storage, the captain's quarters, crew quarters, two small berths (each able to hold up to four passengers), a cargo hold (a thin horizontal space beneath the cargo hold contains a minor elemental binding ring of air that keeps the atmosphere in the undersea ship breathable, as well as the magic equipment that supports the main elemental binding ring), and a small armory and airlock containing eight water crossbows (special projectile weapons that can be used underwater) and twelve *potions of water breathing*.

The window in the observation blister can be magically commanded to view any exterior quadrant of the undersea ship, including to the rear.

See the map on the inside cover for a layout of the undersea ship.

Danger at Sea (EL 9)

This deadly encounter pits the *Sea Dart* and its passengers against a Huge dire shark as the undersea ship travels through the waters beneath Shargon's Teeth.

Light: Light spells at 20-foot intervals inside the undersea ship; phosphorescent sea life outside provides twilightlike lighting, or the ship's exterior *light* spells can be illuminated.

Sound: Creaks and moans of a vessel under pressure; bubbling, faint intermittent whale calls and the sounds of other undersea life (automatic).

Important Rules: Water Dangers, *Dungeon Master's Guide,* page 304; Underwater Combat, *Dungeon Master's Guide,* pages 92 and 93.

Gliding along beneath the waves can be either extremely boring or extremely interesting, depending on the terrain and undersea life. On the second day of the trip, Captain Byam calls the PCs to the observation blister to see an interesting sight. Read:

Beyond the clear dome of the observation blister, a breathtaking vista reveals itself in startling hues of phosphorescent color. Thousands of glowing fish, some in schools, some alone, flit through the dark water. Great columns of stone, painted in luminescent yellows and greens, punch up from the darkness below and extend toward the surface, slowly narrowing as they reach upward. Some of the columns are only tens of feet across, but those farther away in the hazing distance could be far, far broader, perhaps supporting small islets of rock on the surface.

Captain Byam says, "The Teeth, as seen from a different perspective. Beautiful, don't you think?"

The Situation: A dire shark streaks through the water and attacks the *Sea Dart* at the behest of its sahuagin keeper. If the PCs notice the approaching creature, they can prepare for the jarring impact. Otherwise, they realize the danger when the dire shark crashes into the undersea ship.

Call for Spot checks by all the characters in the observation blister. On a result of 25 or higher, characters see something large streaking through the water toward the vessel. Read:

An enormous dark shape moves through the water toward you. It comes closer, and you see a streamlined body with a triangular fin atop its back, a toothy maw set well under its long snout, and a tail shaped like a crescent moon.

A moment later, the dire shark smashes into the *Sea Dart,* damaging the ring that binds the water elemental to the vessel. Read:

The Sea Dart rocks violently as though something large and powerful has crashed into it, or perhaps the vessel has hit one of the stone columns that rise like rocky trees through the dark water all around you. From somewhere, you hear the sound of dripping water as the gnome crew members begin to curse and shout.

Have each of the characters and the crew members make Balance checks to keep their footing and better weather being tossed violently around the inside of the ship when the dire shark impacts the *Sea Dart*. Anyone who noticed its approach must make a DC 20 Balance check; those who were caught by surprise must make a DC 25 Balance check. Those who succeed take 1d6 points of damage; those who fail take 2d6 points of damage.

Huge Dire Shark: hp 147; *Monster Manual* page 64.

RISE, RISE!

The dire shark's powerful crash into the *Sea Dart* has damaged the undersea ship. The adventurers can hear the tension in the otherwise professional calls and shouted orders of the crew. Read:

"Captain!" one gnome crew member calls. "The binding ring has been damaged!"

"Blast that overgrown sardine's misshapen fin!" Byam shouts, anger and tension fighting for dominance in his tone. "Get us to the surface before the elemental gets free and we're stuck in these cursed waters! Rise, rise!"

The Situation: Captain Byam must get his undersea ship to the surface, where his crew can make repairs to the elemental binding ring that surrounds the ship and contains the water elemental that powers it. As the vessel rises through the water, Byam adjusts the view in the observation blister so that the crew can keep an eye on the dire shark. It seems to follow them for a while; then it disappears into the dark water beyond the range of the *Sea Dart's* exterior *light* spells.

"Once we reach the surface," Byam explains, "the crew and I can examine the damage and make repairs. Shouldn't delay us more than a couple of hours, Wise Aureon willing."

Development: As the *Sea Dart* rises toward the surface, it becomes entangled in sahuagin traps. The great nets stretched between the stone columns effectively catch the *Sea Dart* and hold it tight. The undersea ship won't be able to go anywhere until the nets are removed.

"All right, crew," Byam shouts above the increasingly louder sound of dripping water, "we're going to have to take a swim and cut the *Sea Dart* free." He turns to the adventurers. "Any help you can provide will be much appreciated."

A SWIM IN THE DARK

Byam directs the undersea excursion from the observation blister, where he can use the magic of that chamber to serve as the eyes for his crew. He orders two crew members to remain in the ship to provide assistance and offer help when the others exit and enter the vessel. Four crew members quaff *potions of water breathing* and disembark to cut the *Sea Dart* free of the nets. The PCs can volunteer to help with this chore, or they can serve as defenders when the dire shark once again appears and attacks. Once the PCs start making preparations to depart the ship, or after the four crew members enter the water, whichever comes first, start keeping track of rounds.

Exiting the Vessel: The process of grabbing water crossbows, using *potions of water breathing* (good for 10 hours each and sufficient to keep the dangers of drowning and high pressure at bay), and exiting the airlock requires 3 full rounds. Helpful crew members attach a tether to each character (50 feet long) unless a given character refuses the aid. (Exiting crew members never refuse tethers.)

There are eight water crossbows in the ship's armory, six Small (1d6/19–20/×2) and two Medium (1d8/19–20/×2). These weapons have been designed to function underwater. The four gnome crew members each take a Small water crossbow and 10 bolts with them when they exit the ship. The PCs have the option of using any of the remaining weapons if they so choose.

Cutting the Net: Two move actions are required for a character to reach and properly position himself at each section of the net that Byam directed the crew members to cut. The crew members work in pairs to cut the net. Each section of the net that must be cut has AC 12 and 8 hit points. All four sections must be cut for the *Sea Dart* to be freed.

The PCs can decide to help cut the ship free if they so desire.

The Dire Shark: The dire shark glides silently out of the darkness beyond the *light* spells 2 rounds after the first passengers or crew members enter the water. It starts out by trying to grab one of the crew members or a PC in its powerful jaws so that it can swallow him or her whole. Despite the fearful appearance of the dire shark, the well-trained crew members stay at their posts and continue to try to free the *Sea Dart*. The PCs can either work to keep the shark at bay or help to cut the net, or both. The dire shark can't be easily driven away due to the telepathic instructions it receives from its sahuagin keeper; it stays and fights until it is reduced to 30 hit points or less. Thereafter, it attempts to escape with all possible haste.

During the battle with the dire shark, have each PC make a single DC 25 Spot check. Anyone who succeeds notices a humanoid-shaped creature swimming just at the edge of the glow of the ship's *light* spells. The character(s) only get a momentary glimpse before the creature slips into the deeper darkness. This is a sahuagin. If a character notices the creature and informs Captain Byam, the crusty gnome curses and says, "Well, making repairs will be a tad more interesting."

Getting Back aboard the *Sea Dart*: Characters can enter the airlock in pairs with a full-round action. It takes another full round for the airlock to cycle before another pair can enter.

Ending this Encounter: This encounter ends when the nets holding the *Sea Dart* are cut free. Then the damaged vessel can continue toward the surface, where the crew members can make repairs.

Island Encounter (CR 7)

After escaping the nets, the *Sea Dart* rises to the surface and comes to rest beside one of the craggy islands formed by the stone columns jutting from beneath the waves. While Byam and his crew work to repair the damaged binding ring, the sahuagin shark keeper and his allies attack. The PCs must protect the gnomes until the repairs can be completed.

The Sea Dart *breaks the surface and gently comes to rest beside a more or less flat-topped stone outcropping. Other such outcroppings jut from the water, though most of the nearest ones are jagged or domed. "This is as good a place as any," Byam declares. "Let's disembark and make repairs."*

The Situation: Byam and his crew need 2 hours to complete repairs. The small sahuagin force sees them as intruders and wants to capture the crew and the ship for their tribal leader. The PCs might be able to negotiate safe passage through the region with the sahuagin shark keeper, provided they talk before making any hostile actions and make a DC 25 Diplomacy check, accompanied by some sort of treasure (the sahuagin shark keeper appreciates magic items, especially weapons, as well as gold, and requires a combination of the two totaling 1,000 gp). The shark keeper can't be reasoned with if the adventurers managed to kill the dire shark.

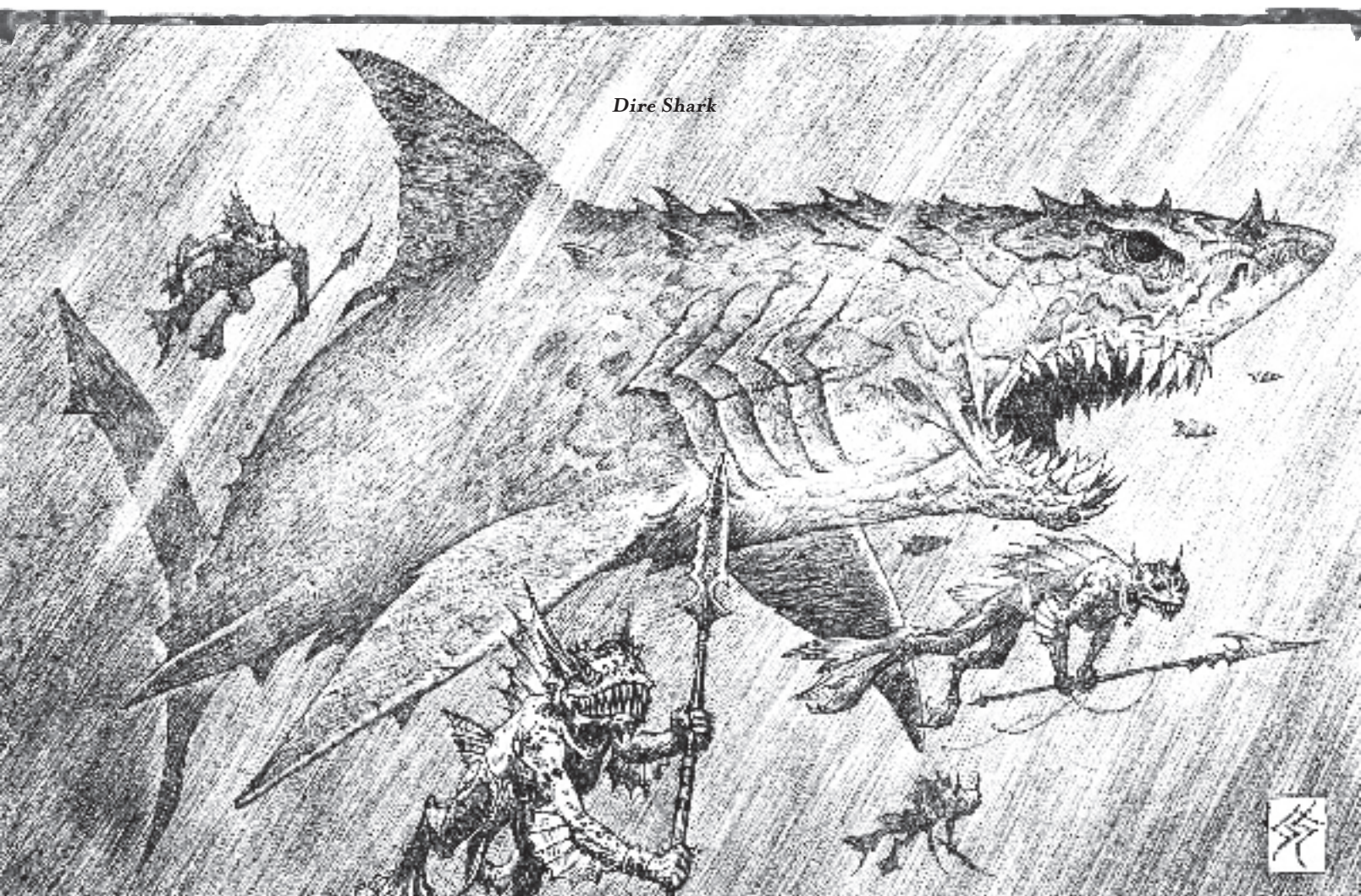
If diplomacy fails, the adventurers must fight the sahuagin raiding party.

Sahuagin Shark Keeper: Male sahuagin ranger 2; CR 4; Medium monstrous humanoid (aquatic); HD 2d8+2 plus 2d8+2; hp 22; Init +1; Spd 30 ft., swim 60 ft.; AC 16 (+1 Dex, +5 natural), touch 11, flat-footed 15; Base Atk +4; Grp +6; Atk +6 melee (1d4+2, talons) or +4 melee (1d8+3, trident); Full Atk +6 melee (1d8+3, trident) and +4 melee (1d6+1, bite) and +4 melee (1d4+1, rake, if in water); SA blood frenzy, favored enemy (elves +2); SQ blindsense 30 ft., darkvision 60 ft., freshwater sensitivity, light blindness, speak with sharks, water dependent, wild empathy, combat style—Improved Natural Attack (bite); SV Fort +5, Ref +6, Will +4; Str 14, Dex 13, Con 12, Int 14, Wis 13, Cha 9.

Skills and Feats: Handle Animal +6*, Hide +8, Listen +8*, Profession (hunter) +6*, Ride +5, Spot +8*, Survival +2*; Great Fortitude, Multiattack[B], Track[B].

Blood Frenzy: Once per day a sahuagin can fly into a frenzy in the round after it is damaged, clawing and biting madly until either it or its opponent is dead. It gains +2 Constitution and +2 Strength and takes a –2 penalty to Armor Class. A sahuagin cannot end its frenzy voluntarily.

Favored Enemy (Elf): +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against an elf; +2 bonus on weapon damage rolls against elves.



Dire Shark

Freshwater Sensitivity (Ex): A sahuagin fully immersed in fresh water must succeed on a DC 15 Fortitude save or become fatigued. Even on a success, it must repeat the save attempt every 20 minutes it remains immersed.

Light Blindness (Ex): Abrupt exposure to bright light (such as *sunlight* or a *daylight* spell) blinds sahuagin for 1 round. On subsequent rounds, they are dazzled while operating in bright light.

Speak with Sharks (Ex): Can communicate telepathically with sharks up to 150 feet away. The communication is limited to fairly simple concepts such as "food," "danger," and "enemy." Can use the Handle Animal skill to befriend and train sharks.

Water Dependent (Ex): Can survive out of the water for 1 hour per 2 points of Constitution.

Skills: +8 racial bonus on any Swim check to perform some special action or avoid a hazard. A sahuagin can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

*Underwater, a sahuagin has a +4 racial bonus on Hide, Listen, and Spot checks. A sahuagin has a +4 racial bonus on Survival and Profession (hunter) checks within 50 miles of its home. Sahuagin have a +4 racial bonus on Handle Animal checks when working with sharks. A sahuagin can always determine where true north lies in relation to itself and has a +2 racial bonus on Search checks to find or follow tracks.

Sahuagin Raiders (3): Male sahuagin rogue 2; CR 4; Medium monstrous humanoid (aquatic); HD 2d8+2 plus 2d6+2; hp 20 each; Init +1; Spd 30 ft., swim 60 ft.; AC 16 (+1 Dex, +5 natural), touch 11, flat-footed 15; Base Atk +3; Grp +5; Atk +5 melee (1d4+2, talon) or +5 melee (1d8+3, trident); Full Atk +5 melee (1d8+3, trident) and +3 melee (1d4+1, bite) and +3 melee (1d4+1, rake, if in water); SA blood frenzy, sneak attack +1d6, trapfinding; SQ blindsense 30 ft., darkvision 60 ft., freshwater sensitivity, light blindness, speak with sharks, water dependent, trapfinding, evasion; SV Fort +3, Ref +4, Will +4; Str 14, Dex 13, Con 12, Int 14, Wis 13, Cha 9.

Skills and Feats: Disable Device +6, Escape Artist +6, Handle Animal +4*, Hide +8, Listen +8*, Move Silently +5, Profession (hunter) +1*, Ride +3, Spot +8*, Survival +1*; Great Fortitude, Multiattack.

Blood Frenzy: See sahuagin shark keeper for details.

Freshwater Sensitivity (Ex): See sahuagin shark keeper for details.

Light Blindness (Ex): See sahuagin shark keeper for details.

Speak with Sharks (Ex): See sahuagin shark keeper for details.

Water Dependent (Ex): See sahuagin shark keeper for details.

Skills: See sahuagin shark keeper for details.

Ending the Encounter: After Byam and his crew complete repairs, and once the PCs have dealt with the sahuagin raiders, the *Sea Dart* continues its trip toward Xen'drik without further incident. Depending on how the encounters played out, the adventurers should be less than half a day behind schedule.

Stormreach

The *Sea Dart* completes the journey to the northern shores of Xen'drik and surfaces within sight of the trade city of Stormreach. Because the *Sea Dart* is a secret that House Cannith wishes to preserve, Byam sets the adventurers on land about a half a mile down the coast.

Light: Daylight.

Sound: The sounds of a small city (automatic).

Reaction: None.

Important Rules: Influencing NPC Attitudes, *Player's Handbook* page 72; gathering information, *Player's Handbook* page 74.

When the *Sea Dart* surfaces and the characters get their first view of the city, read the following and show the players the illustration of Stormreach.

Stormreach rises over the harbor, the only apparent evidence of civilization along this otherwise jungle coastline. Great stone buildings form the foundation of the trade city, though all manners of smaller wood structures fill in the gaps between the large structures. A stout stone wall surrounds the city, and a complex series of docks and wharfs connect the city to the sea.

The Situation: Once Byam secures the undersea ship and hides it down the coast, the adventurers are free to disembark. Byam indicates that he will wait for 30 days before declaring the adventurers lost and returning across the Thunder Sea toward Sharn. "Return before that time, and the *Sea Dart* will carry you home," Byam says. "Take too long, and you're on your own."

"Slip into Stormreach by means of the docks," Byam advises. "These travel papers indicate that you arrived aboard the House Lyrandar galleon *Strong Wind* and that you are part of an expedition from Morgrave University. Just don't reveal any of this where anyone from the expedition can hear you—they probably won't go along with your story, since they don't know you from the King of Q'barra. Good luck."

Byam gives the adventurers the traveling papers and a letter of credit with the House Cannith seal. "In case you need to acquire transportation into the jungle," Byam says. "You can use the credit at the House Cannith enclave, and only at the enclave, and only for transport."

Exploring the City

The city docks lead immediately into the city markets. When the adventurers make their way into Stormreach, read or paraphrase the following:

A single canal bisects the market ward, and the wide bridge that crosses it is crowded with permanent shop fronts and hastily erected stalls, with merchants proclaiming the quality and superiority of their wares. You see livestock, sweetmeats, timber, silver, pearls, furs, crystals, vellum and pens, weaponry, and a host of additional goods.

The street on either side of the canal is choked with carts, temporary and permanent storefronts, and the conversation of hundreds of people buying and selling all manner of things. Dancers, jugglers, fire-eaters, puppeteers, and purported sorcerers peddle their talents to anyone with coin and a modicum of patience.

There are many distractions in the wild, thriving trade city of Stormreach. The adventurers have one mission here: to find the Emerald Claw task force. If the task force can't be found in a timely fashion, the adventurers must head into the jungle and attempt to locate the ruin of which Kedran's notes speak.

The adventurers can purchase any supplies and magic items normally available in a small city.

Along the way, as the PCs ask questions and explore, they encounter a strange, mysterious, but ultimately helpful woman known only as Muroni (see below).

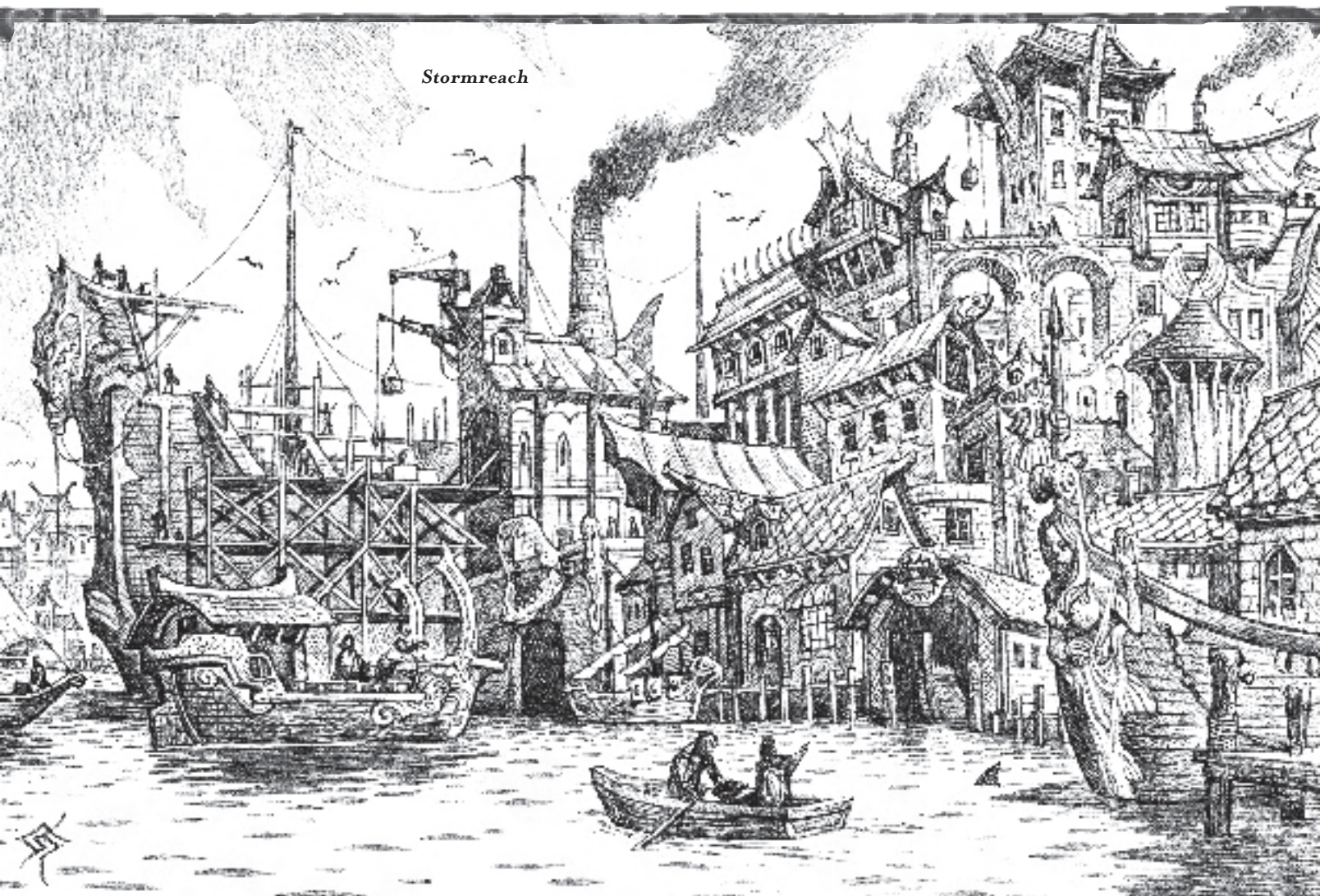
SEEKING THE EMERALD CLAW

The best chance the characters have of discovering news of the Emerald Claw task force is through judicious use of the Gather Information skill (unless they have access to spells or scrying effects that immediately provide the characters the information they seek; see result DC 30 below).

The adventurers can ask about a small party of armored humans, possibly wearing distinctive helmets with a half faceplate and the insignia of a green dragon claw. They can ask about a white-skinned vampire, or about the warforged with the wicked scimitar that accompanies them.

Each use of the Gather Information skill for this purpose requires 1d4+1 hours of tavern-hopping, alley-walking, and contact-making, as well as 1d6 gold pieces for bribes and drinks—only one PC makes the check, but the others can help using the standard rules for aiding another's skill check.

Sometimes, tenacity is better than outright skill, and the longer the characters keep trying to find out information regarding the task force's arrival in the city, the better their odds at discovering what they seek: Modify the Gather Information check result in regard to the task force by +1 for every prior check with a result of at least 15 or higher. However, if the characters make 3 or more Gather Information checks, they stir up trouble (see "Asking Too Many Questions," below).



Stormreach

DC	Gather Information Result
10	"I've got no idea what you're talking about."
11–14	"Lots of strange people come to Stormreach. Unless you're seeking an army, I doubt you'll find who you're looking for."
15–19	"You know, I have seen some of those uniforms you describe. Yeah, day before yesterday. No, I don't recall anything else."
20–29	"Yes, I remember a group like that, with a warforged. I'd say about two days ago. They came by airship, a fast-looking thing, and asked questions about the deep jungle. They're gone now."
30+	"They headed up the Rachi River, maneuvering their airship between the trees. It was a sight to see! I doubt anyone'll ever see them again. I hear they were on the trail of some treasure, something they wouldn't name. Even talked for a while with the leader of the Morgrave expedition."

Development: The DM is free to make up colorful characters from whom the PCs obtain their information. On the other hand, you can describe the results in general terms.

The adventurers might look for the leader of the Morgrave University expedition. They might decide to forego finding the Emerald Claw task force and head right for the ruins. They might check with the only airship docking tower in Stormreach to ask about a recent arrival. If they stir up trouble by making three or more Gather Information checks in pursuit of the knowledge they seek (or if they've been having an easy time so far and you want to send another challenge their way), use the "Asking Too Many Questions" encounter. Each of these possible encounters is covered briefly below.

Morgrave Expedition

The expedition from Morgrave University arrived on the *Strong Wind* a few days ago. Led by Provost Baris Kaven (NG male human expert 4), the expedition includes about a dozen students and two guides (LN male humans, ranger 4 and fighter 3). This is a teaching expedition, meaning that the group won't be exploring any new sites. Instead, it will work in a secured site near Stormreach that is relatively safe.

The expedition can be found at a boarding house not far from where the *Strong Wind* is docked during the evenings. During the day, if the PCs wish to question the provost, they must walk an hour into the jungle and find him at the ruins.

If the PCs can change the provost's attitude from indifferent to friendly (DC 15 Diplomacy check), he remembers talking with a half-elf airship captain and his warforged first mate yesterday. "They could be the ones you seek, but I don't feel comfortable revealing what we discussed."

If they can change his attitude to helpful (DC 30 Diplomacy check), he reveals that they wanted to know what to expect along the Rachi River. "They wanted to know the lay of the land between here and a spot some four hundred miles inland. I told them that if they follow the river, they'd be safer than trying to cut through the jungle. The warforged called itself Scimitar, and the half-elf introduced himself as Captain Rarwog."

House Lyrandar Docking Tower

The half-elf House of Storm maintains a vast shipping enclave in Stormreach, complete with waterside docks, warehouses, and an airship docking tower. The half-elf tower master, a battle-hardened woman with dark red hair, has no time to answer foolish questions. Some gold will loosen her tongue, however, and she responds well to 20 gold pieces or more. If the adventurers pay the bribe, she admits that a privateer airship docked at the tower two days ago and departed yesterday. It was captained by a half-elf named Rarwog, but the crew consisted of armored warriors, a warforged, and—this was strange—she was sure she saw an armored skeleton moving around belowdecks when she helped secure the airship to the tower. Only a few of the crew disembarked during their short stay, and when it left, the vessel headed inland along the Rachi River.

If the PCs don't offer a suitable bribe, the half-elf tower master sends them on their way without any information.

Asking Too Many Questions (EL 8)

The Order of the Emerald Claw, ever a secretive organization, is also thorough. Before the task force headed inland, Garrow left behind an enforcer to deal with anyone who might show up asking questions about his task force. (If the adventurers participated in the earlier parts of this story, Garrow has the enforcer watch specifically for them.) Thus, when the characters begin asking questions, they draw attention to themselves if they use their Gather Information skill three times or if you simply want to present them with another challenge.

After you decide to use this encounter, the adventurers receive a message by courier. The text, scrawled in blood, reads: "I answer asks for gold. I Surthain. Meet now, Xaponath Lane, Old Quarter."

The address leads to a run-down section of the city. Here, in a dead-end alley filled with shadows and protected from the sun, the enforcer ambushes the adventurers. The enforcer, a bodak named Surthain, isn't particularly bright, but it does enjoy its work and is loyal to Garrow and the Blood of Vol. Surthain wears a body-covering black cloak and hood.

Surthain, Bodak: hp 58; *Monster Manual* page 28.

Development: If the characters allow Surthain to escape and they remain in Stormreach for another day, the bodak attacks them again after it recovers.

House Cannith Enclave

As Byam promised, the letter of credit can be used to acquire transportation at the House Cannith enclave. After the adventurers show the letter and explain where

they need to go, the ranking agent provides them with a document that secures the services of the riverboat captain, Chinxero. "You can find Chinxero and his riverboat at the docks on the Rachi River," the House Cannith agent explains.

When the PCs are ready to leave Stormreach, go to "The Riverboat," below.

Experience: If the PCs successfully find the information they seek, award them experience points equivalent to what they would receive for defeating a CR 6 monster.

Muroni

Someone waits for the adventurers in Stormreach. She has been here for more than one month, sent by her patron to await the ones spoken of in prophecy. She is Muroni, an elf who follows the teachings of the great silver dragon, Vuulaytherus of the Chamber. The silver dragon studies the draconic Prophecy and uses a number of nondragon agents throughout the world to watch for specific signs and portents.

Vuulaytherus has been studying a particularly convoluted passage of the Prophecy that was discovered inside the Endworld Mountains. The dragonmarks, appearing as veins of silver and gold inside a deep chamber within the mountains, tell of great events surrounding a group of adventurers connected to House Cannith—or at least that's how Vuulaytherus has interpreted the verses. The signs and portents pointed toward Stormreach and the interior of Xen'drik as the focal point for this portion of the Prophecy, and so Vuulaytherus sent Muroni to bear witness to unfolding events. (Muroni's statistics are in the Appendix.)

Muroni has no overt mission other than to witness events in Xen'drik and report back to Vuulaytherus. The silver dragon has great interest in the mission that brought the adventurers to Xen'drik and the results of their actions. Thus, Muroni's goal is to join up with the adventurers and offer them her services, survive to the end of their mission in Xen'drik, aid them in small ways, and observe what happens. Then, with information in hand, she plans to return to Vuulaytherus and make her report.

Muroni approaches the adventurers at the first opportunity, either while they are asking questions around the city or perhaps to step in and help them against the bodak. She knows nothing about the Emerald Claw task force, but seems to know a lot about the adventurers thanks to Vuulaytherus's interpretation of the Prophecy. For example, she was told to locate the adventurers connected to House Cannith who would come to Xen'drik from beneath the sea. She watched the arrival of the *Sea Dart*, waiting at the place the Prophecy directed her to, and she knows that the PCs are the ones spoken of in the Endworld Mountains verses.

The elf woman explains exactly who she is. "I am a simple scholar," Muroni says, "who follows the draconic Prophecy to find deeper meaning in the world. The Prophecy speaks of great events about to occur here in Xen'drik, events that will revolve around you. Allow me to witness these events, and I will aid you in any way I can."

Muroni is introspective but not given to vocal speculation, though she may make cryptic remarks now and again in response to certain events or questions, such as "And thus do the lines of Fate and Desire intertwine," "As the Prophecy decrees," and similar pronouncements.

THE RIVERBOAT (EL 6)

As anyone at the river dock can tell the characters, the Rachi River is the largest waterway snaking into Stormreach, and its headwaters are said to lie far south, in the dark interior of Xen'drik.

The adventurers have no difficulty finding Chinxero and his riverboat, the *Marlow*. Even with the letter of passage guaranteed by the House Cannith agent, Chinxero balks when he hears how far up the river the adventurers want to go.

"Too far," Chinxero says. "Too far and too dangerous. Besides, I have other runs to make, schedules to keep. Find another charter. Leave me be."

Muroni shows her worth by offering to pay Chinxero to make the journey, gold to add to whatever the House Cannith letter of passage provides. She can provide up to 4,000 gp. If Chinxero demands more, the PCs will have to make up the difference.

If the PCs try to convince Chinxero to allow them to charter passage on his ship, they can attempt to use the Diplomacy skill on the captain. His initial attitude is unfriendly. The following circumstance modifiers apply: Muroni offers the captain additional gold (+4); PCs explain that they may find lucrative trade items in the deep jungle, which Chinxero would be in an ideal position to act upon (+4); characters threaten violence (–4). Let one PC make the Diplomacy check, and use the results listed below.

Hostile (check result less than 5): "Get out, I care nothing for your crazy mission." Chinxero calls for his crew to attack the characters if they do not leave immediately.

Unfriendly (result 5–14): "I've got schedules to keep. A diversion into the deep jungle could get me killed, but will definitely cost me. Give me 6,000 gold and I'll consider it." Chinxero won't budge below the 6,000 gp amount.

Indifferent (result 15–24): "For enough money, I'll go anywhere. Give me 4,000 gold, and we're on our way." Chinxero won't budge below the 4,000 gp amount.

Friendly (result 25–39): "This might be a good excuse to try to extend my trade farther south." Chinxero agrees to make the trip for an extra 2,000 gp.

Helpful (result 40 or more): "I've been wondering what the jungles hide!" Chinxero agrees to work for just the payment promised by the letter of passage.

Development: Once passage is negotiated, Chinxero can be ready to head upriver in 12 hours. This delay gives the characters more time to roam Stormreach, should they so desire.

Experience: If the PCs successfully negotiate passage on the *Marlow*, award them experience equivalent to defeating a CR 6 monster.

Part Three: Riding the Marlow

The *Marlow* is an elemental-powered riverboat, one of the only such ships in use at Stormreach. Chinxero is a privateer, with no connection to any of the dragonmarked houses, although he works for many of them from time to time. The Marlow has a complement of ten sailors.

Captain Chinxero: Male human fighter 5; CR 5; Medium humanoid; HD 5d10+15; hp 42; Init +6; Spd 20 ft.; AC 16, touch 10, flat-footed 16; Base Atk +5; Grp +7; Atk or Full Atk +10 melee (1d10+5/19–20, masterwork bastard sword) or +8 ranged (1d8+3, masterwork composite longbow); SA —; SQ —; AL N; SV Fort +8, Ref +2, Will +3; Str 16, Dex 11, Con 16, Int 10, Wis 12, Cha 10.

Skills and Feats: Bluff +2, Intimidate +6, Profession (riverboat captain) +3, Sense Motive +4; Exotic Weapon Proficiency (bastard sword), Improved Initiative, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Languages: Common, Giant.

Possessions: full plate, heavy steel shield, masterwork bastard sword, masterwork composite longbow (+3 Str bonus) with 10 arrows, 10 cold iron arrows, and 10 silvered arrows.

Sailors (10): Human warrior 1; CR 1/2; Medium humanoid; HD 1d8+1; hp 5; Init +4; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +1; Grp +3; Atk or Full Atk +4 melee (1d4+2, dagger); SA —; SQ —; AL N; SV Fort +2, Ref +0, Will +0; Str 15, Dex 10, Con 12, Int 10, Wis 11, Cha 8.

Skills and Feats: Climb +4, Jump +3, Swim +3; Improved Initiative, Weapon Focus (dagger).

Language: Common.

Possessions: dagger, 12 sp.

Development: Once all preparations are made, Captain Chinxero pushes off. The characters are forced to share a small auxiliary cargo hold for their quarters—space is at a premium.

The river is wide and broad, and the elemental-powered riverboat can cover about eighty miles a day. Each night, Captain Chinxero drops anchor in the middle of the river and sets a watch (the PCs are free to set their own watch, as well). The *Marlow*'s speed and the distance they must travel means that the characters will spend approximately five days on the cramped riverboat. Read or paraphrase the following description of the trip once the boat passes the lightly populated portion of the river and enters the deep jungle.

Caimans, river otters, and fish of various sizes swim through the water ahead, beside, and behind the Marlow, while hundreds of different species of birds are visible and audible in and around the surrounding jungle. Every so often, a crew member points out an exotic animal eyeing the passing boat from the safety of the jungle foliage. Only the path that the river cuts through the emerald trees and foliage is clear—all else is a riot of leaves, branches, and strange animals. Occasionally, the distant sound of drums can be heard, drifting over the canopy of leaves.

If asked about the drums, Chinxero shrugs and says, "It would be difficult to number the different savage tribes and races that hunt through the jungle. We'd best stay clear of them, though—it is well known that most eat humans and halflings if they can catch them."

River Encounters (EL varies)

Most of the first day on the Rachi River is spent in a cultivated region surrounding Stormreach. Small villages dot the riverside every few miles. But after the first day, the *Marlow* passes into the deep jungle, and monster encounters are possible.

Use the table below to determine the chance of an encounter each day of the trip, and whether or not the encounter takes place during the daylight hours (while the boat is moving) or at night (while the boat is anchored).

Day	Encounter? (roll d%)	Time (roll d6)
One	01–10	1–2 day, 3–6 night
Two	01–20	1–3 day, 4–6 night
Three	01–30	1–4 day, 5–6 night
Four	01–40	1–3 day, 4–6 night
Five	01–50	day

If no encounter is indicated for a particular day, the journey passes without incident. Very little of the jungle can be seen from the river, and soon even the exotic locale becomes somewhat dull and monotonous.

If an encounter is indicated for a particular day, roll on the table below and consult the notes that follow.

d%	Monster	Number Appearing	EL
01–11	Constrictor snakes	4	6
12–17	Deinonychus	4	7
18–27	Dire apes	3	6
28–34	Giant, hill	1	8
35–40	Hag, green	1	5
41–52	Lizardfolk	8	6
53–61	Shambling mound	1	6
62–73	Skum	4	6
74–83	Tigers	2	6
84–92	Trolls	2	7
93–100	Yuan-ti abomination	1	7

Constrictor Snakes (4): hp 19 each; *Monster Manual* page 279. The snakes drop from the branches hanging over the river.

Deinonychus (4): hp 34 each; *Monster Manual* page 60. These aggressive dinosaurs leap onto the deck of the riverboat when it moves near the shore of a narrow portion of the river and attack.

Dire Apes (3): hp 35 each; *Monster Manual* page 62. The monstrous apes swing from the trees onto the riverboat using vines.

Giant, Hill: hp 102; *Monster Manual* page 123. The hill giant attacks from the rocky cliffs along the shore of the river, hurling rocks and boulders.

Hag, Green: hp 49; *Monster Manual* page 143. The green hag attempts to lure victims off the boat, preferring to attack in the night.

Lizardfolk (8): hp 11 each; *Monster Manual* page 169. The lizardfolk savages hurl javelins from the cover of the trees along the shore as the riverboat passes by.

Shambling Mound: hp 60; *Monster Manual* page 222. The shambling mound hides in a thick patch of vegetation near the bank of the river. It slides silently through the water to surprise the occupants of the boat and try to snag one as a snack.

Skum (4): hp 11 each; *Monster Manual* page 228. This hunting party has wandered into the river from an underground waterway, intent on capturing surface dwellers to take below. They attempt to grab a crew member and then get the adventurers to battle them within the water.

Tigers (2): hp 45 each; *Monster Manual* page 281. The tigers leap across the water from a narrow part of the river as the boat passes by.

Trolls (2): hp 63 each; *Monster Manual* page 247. The trolls wade out of the shallow part of the river when the boat is anchored for the night.

Yuan-Ti Abomination: hp 67; *Monster Manual* page 264. The abomination encounters the boat while swimming in the river and, angered by its presence, attacks.

The Giant Hands

On the fifth day of travel along the river, the adventurers spot the landmark they were told to watch for. Read:

Just as Kedran's notes suggested, as you reach a turn in the Rachi River, at a place where the land rises up from the vegetation-strewn banks, you see giant hands of stone reaching out of the rocky soil toward the sky. These ancient monoliths suggest that you are nearing the site of the fourth schema's resting place.

And, sure enough, on the bank of the river to the giant's left hand, you see a small air-skiff floating about 20 feet in the air, a rope ladder hanging over the side and a line spiked into the ground.

The Situation: The air-skiff belongs to the Emerald Claw task force. Garrow secured a new airship after his was destroyed in *Whispers of the Vampire's Blade*, and he is overly protective of the new vessel. Therefore, once he found the location of the ruin, he hid the larger airship in the jungle and took a smaller team in aboard the air-skiff, named *Nellie*.

Garrow, Scimitar, and the rest of the Emerald Claw operatives have entered the ruin, leaving just three men to guard the air-skiff. The guards are loyal to the order but know little of Garrow's plans and purposes. They simply follow their orders. Two are in the air-skiff, while the third has been exploring a short way up the river. When the guards in the air-skiff notice the approaching riverboat and the well-armed adventurers, they decide to parley instead of fight, hoping to delay the adventurers while the third guard gets word to Garrow and the others exploring the ruin.

Air-Skiff Guards (3): Male human warrior 4; CR 2; Medium humanoid; HD 4d8+4; hp 27; Init +0; Spd 30 ft.; AC 12, touch 10, flat-footed 12; Base Atk +4; Grp +6; Atk or Full Atk +6 melee (1d4+2/19-20, dagger) or +4 ranged (1d8/19-20, crossbow); SA —; SQ —; AL N; SV Fort +2, Ref +0, Will +0; Str 15, Dex 10, Con 12, Int 10, Wis 11, Cha 8.

Skills and Feats: Intimidate +5, Swim +8; Toughness, Weapon Focus (dagger).

Language: Common.

Possessions: leather armor, crossbow with 10 bolts, dagger, 8 sp.

Development: The guards know they can't stand against the adventurers, so they decide to try to stall them by talking to them. During the discussion, the PCs can make a DC 20 Spot check to notice the third guard as he sneaks toward the entrance to the ruin.

Here are some of the questions the guards might answer.

Who Are You? "We are members of the Order of the Emerald Claw. We work for the advancement of the nation of Karrnath, despite the current king's lack of vision and ambition."

Who Is Your Leader? "The great and powerful Garrow leads us."

Is Your Leader a Vampire? (After a short pause) "Yes, a powerful vampire." (This is a lie.)

Does Garrow Have the Schemas? "He has some objects in his pack, and he guards them fiercely, but we know nothing of detail."

How Many Men Are with Garrow? "Nearly fifty, all told, including a fierce warforged warrior."

How Long Have They Been in the Ruin? "Since yesterday morning."

The characters may decide their best option is to damage the *Nellie* and leave Garrow stranded, then ambush their opponents when they emerge from the ruin. However, the guard trying to warn Garrow might cause the Emerald Claw minions to alter their plan, and so Muroni urges the adventurers to enter the ruin. "You must reach this Garrow before he finds the object he seeks," she says, "for you must be there when the great event unfolds." She says nothing more, but she repeats this directive frequently until the adventurers head into the ruin.

Part Four: The Ruin

This portion of *Grasp of the Emerald Claw* allows the characters to explore one of the legendary ruins of the long-vanished giant civilization of Xen'drik.

The imposing structure of this cyclopean ruin is composed of a ground "gallery" level, and three higher levels (the dark level, the temple level, and the observatory level). Hidden beneath the massive base of the cyclopean ruin is a secure vault level.

See the Ruin Cutaway View on the inside cover for details.

Dungeon Features

The following features are accurate unless noted otherwise in a specific area description.

THE RUIN

The ruin is 325 feet tall, and composed of solid stone with lingering spells of solidity and protection. The gallery level is open to the elements, made of massive columns and blocks of stone that support the upper three levels. The dark level has no exterior access, but the temple and observatory levels have many windows and openings (DC 30 Climb check to reach, due to the overhang and the crumbling nature of the rock face). The hidden vault level is secret even to the creatures currently inhabiting the ruin.

DOORS

The doors that remain are sized for giants and show evidence that the lingering spells of protection have faded over the centuries; eroding stone and rusting iron are common. This defect makes the doors easier to break or force open than would otherwise be the case for such formidable doors.

Giant doors are made of stone with iron hinges, 25 feet high, 15 feet wide, and 3 feet thick. They have hardness 8, 360 hit points, AC 5, and a break DC of 26. Even pushing open these closed doors is a task, requiring a DC 25 Strength check.

CEILING HEIGHT

Except when noted otherwise (as in the gallery level), ceiling height within the ruin is 30 feet. Everything in the place is sized for giants, with a few exceptions that were made for the use of their elf slaves. The place should make the adventurers feel small, weak, and lost by comparison.

RANDOM ENCOUNTERS

Creatures of all types still inhabit the ruin, as well as the forces of the Emerald Claw under the command of Garrow, and adventurers might run into them anywhere within the structure.

For every 2 hours the PCs spend in a portion of the ruin other than the dark level or the vault level, roll d% and consult the following table. On any result of 51 or higher, no encounter occurs. On a roll of 01–50, read the result on the table and apply the suggested encounter.

d%	Monster	Number Appearing	EL
01–05	Cockatrices	2	5
06–09	Dire apes	5	8
10–15	Dire tiger	1	8
16–27	Drow warriors	4	6
28–40	Emerald Claw soldiers	6	5
41–45	Karrnathi skeletons	2	5
46–50	Yuan-ti abominations	2	9
51–100	No Encounter	—	—

Cockatrices (2): hp 27 each; *Monster Manual* page 37. This mated pair wanders the ruin, seeking a place to establish a lair.

Dire Apes (5): hp 35 each; *Monster Manual* page 62. A gang of monstrous apes has turned a portion of the ruin into their lair.

Dire Tiger: hp 120; *Monster Manual* page 65. The monstrous tiger stalks the ruin, searching for prey.

Drow Warriors (4): hp 16 each; see the Appendix for details. The drow party hunts for intruders in the ruin.

Emerald Claw Soldiers (6): hp 14 each; see the Appendix for details. The soldiers patrol the ruin, watching for threats and looking for anything that might interest their leader, Garrow.

Karrnathi Skeletons (2): hp 19 each; *Eberron Campaign Setting* page 292. Garrow has set these undead warriors loose to patrol the ruin for any potential threats to the Emerald Claw task force.

Yuan-ti Abominations (2): hp 67 each; *Monster Manual* page 264. The yuan-ti have come to the ruin on a quest for the shaman of their tribe. They seek an ancient relic to show that they have braved the ruin and survived.

Who Lived in the Ruin?

This structure served as a temple and arcane laboratory for a variety of giants during the height of the Age of Giants. In addition to giants, elf and drow slaves and magehands also occupied the place, serving their giant masters.

Other than a few remaining hints, this information may be hard to impossible for the adventurers to learn, and in any case such details aren't important for the purposes of this adventure.

Gallery Level

Use the map of the gallery level, on the inside cover, to run the first series of encounters at the ruin. If the PCs find another way into the ruin to begin, go to the appropriate map and the encounter section later in this part of the adventure.

1. Giant Steps (EL 9)

The most direct path into the ruins is by the steps that lead to the Gallery Level.

Light: Sunlight.

Sound: Surrounding jungle noises (automatic).

Reaction: The drow have a hostile reaction to the approach of the adventurers.

Aura: Minor abjuration (spells linger in the stone of the ruin, aiding its preservation).

When the adventurers approach the ruin, read:

Five massive stone steps rise 50 feet to a colossal, open-air gallery capped by the oppressive weight of the ancient ruin. A series of 20-foot-wide, 50-foot-tall stone columns surrounds the gallery and supports the upper levels of the ruin. A 10-foot-wide channel cut into the stone next to the great stairs contains a far smaller staircase, providing a crumbling route for creatures more or less your own size.

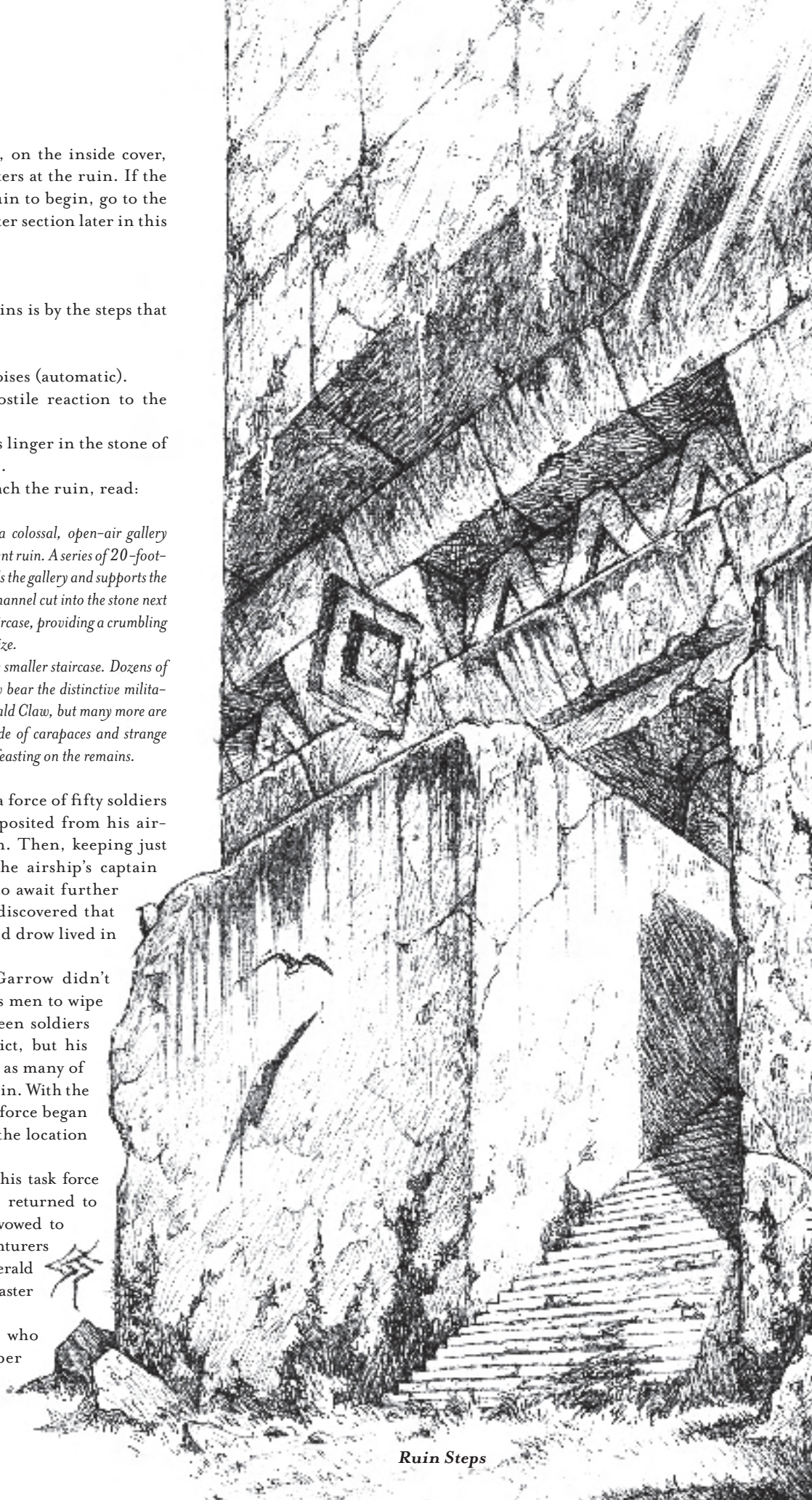
The carnage of a great battle litters the smaller staircase. Dozens of bodies are scattered across the steps. A few bear the distinctive militaristic uniform worn by soldiers of the Emerald Claw, but many more are ebony-skinned elves wearing clothing made of carapaces and strange leather. Scavenger birds cover the bodies, feasting on the remains.

The Situation: Garrow had a force of fifty soldiers and ten Karrnathi skeletons deposited from his airship into the field near the ruin. Then, keeping just a single air-skiff, he ordered the airship's captain to hide the vessel in the jungle to await further directions. Garrow's task force discovered that strange, dark-skinned elves called drow lived in the gallery level of the ruin.

Confident in his troops, Garrow didn't attempt to parley—he ordered his men to wipe out the drow. Garrow lost fourteen soldiers and four skeletons in the conflict, but his troops managed to kill five times as many of the drow; the rest fled from the ruin. With the drow threat eliminated, the task force began to explore the ruin, looking for the location of the final schema.

In the day since Garrow and his task force entered the ruin, the drow have returned to reclaim their home. They have vowed to destroy the intruders, and the adventurers are seen in the same light as the Emerald Claw in the wake of the terrible disaster that has befallen the tribe.

Studying the Scene: Characters who spend time examining the upper levels of the ruin eventually see dark shapes on the level 150 feet



Ruin Steps

above the ground. These are dire apes that live on the temple level of the ruin. They congregate and attack anyone attempting to climb the ruin, or, through flight, to land on any upper portion of the ruin. See areas 20 and 21 for more information on the dire apes that live within the ruin.

Creatures: The vengeance-seeking drow hide among the gallery level. The first drow group the adventurers encounter consists of six warriors led by the drow chief Amoxtli.

Drow Chief, Amoxtli: Drow warrior 7; CR 8; Medium humanoid (elf); HD 7d8+7; hp 38; Init +1; Spd 30 ft.; AC 15 (+1 Dex, +4 *+2 leather armor*), touch 11, flat-footed 14; Base Atk +7; Grp +10; Atk +12 melee (1d6+4, *+1 shortspear*) or +9 ranged (1d6+2, javelin); Full Atk +11/+7 melee (1d6+4, *+1 shortspear*) or +9 ranged (1d6+2, javelin); SA spell-like abilities; SQ darkvision 120 ft., spell resistance 18; AL N; SV Fort +6, Ref +3, Will +5; Str 16, Dex 12, Con 12; Int 12; Wis 11, Cha 10.

Skills and Feats: Climb +10, Handle Animal +5, Intimidate +7, Listen +2, Spot +2, Search +2, Swim +10; Weapon Focus (shortspear), Weapon Focus (javelin), Iron Will.

Drow Traits: Immune to magic sleep spells and effects; +2 racial bonus on saves against enchantment spells or effects; entitled to a Search check when within 5 feet of a secret or concealed door as though actively looking for it; +2 racial bonus on Will saves against spells or spell-like abilities; spell-like abilities (1/day—*dancing lights, darkness,* and *faerie fire* as the spells, caster level 7th); drow here and around the cyclopean ruins have lost the light blindness of the standard drow race; +2 racial bonus on Listen, Spot, and Search checks.

Languages: Common, Drow Sign Language.

Possessions: +2 leather armor, +1 shortspear, 5 javelins.

Drow Warriors (6): hp 16 each; see Appendix.

Tactics: The task of Amoxtli's team (one of four groups of drow who have secretly returned to the ruin) is to watch the front steps. He and his warriors hide in the shadows of the columns between areas 1 and 3, watching for the approach of the adventurers. If they see the adventurers approach up the slave stairs, they release their prepared trap—a massive boulder, large enough to fill the stairway. As soon as the boulder begins its descent, the drow run in its wake, ready to deal with anyone who survives the crushing rock.

Rolling Boulder on the Slave Stairs: All creatures on the slave stairs are subject to the rolling boulder. It deals 8d6 points of damage to anyone who fails a DC 16 Reflex save. Those who make the save take half damage (4d6 points).

Development: The drow fight to the death. If any are captured, and if the language barrier can be overcome (the drow speak their own tongue), they tell the tale of the hateful invaders, how they attacked without provocation and burned out the drow nests. The drow do not know what the invaders seek, but they assume it is some ancient secret of the temple. The drow rarely enter the higher levels of the ruin, for it is best to leave the things of the ancient ones well and truly alone.

A fight on the steps that lasts longer than 10 rounds draws the attention of a few Emerald Claw soldiers in the temple level, who eventually hear the distant sounds of battle. The soldiers stationed in area 15 are most likely to respond, coming out to the open edge of the temple level and looking down. If this occurs and the characters are seen, the task force thereafter actively expects trouble and is on guard against the PCs.

2. DROW NESTS (EL 4)

The drow nests fill the space between the columns along the south end of the gallery level.

Light: Sunlight.

Sound: Surrounding jungle noises (automatic).

Reaction: The dire rats now scavenging in the nests have a hostile reaction to intruders.

Aura: Minor abjuration (spells linger in the stone of the ruin, aiding its preservation).

Important Rules: Disease, *Dungeon Master's Guide* page 292.

When the adventurers approach this section of the gallery level, read:

Rounded, mud-brown structures infest this portion of the great gallery, jumbled and stuck together. Formed of dirt, the multitude of mud tubes appears to create a series of enclosed tunnels large enough to admit human-sized creatures. The structures are piled one atop the other with seemingly no concern for order or ease of access. Many of the rounded structures are scorched and broken open, spilling blackened bones and other less easily identifiable contents onto the gallery floor.

The drow who inhabited this ruin created their mud tube dwellings using soil and water. Hardened, the mud walls and the overhanging ruin provided ample protection from the elements.

The Emerald Claw task force burned out the nests, forcing the surviving drow to flee into the surrounding jungle. Now scavengers occupy the ruined dwellings, and disease is rampant—for each hour a character spends exploring the nests, he or she is exposed to filth fever as if bitten by a dire rat.

A typical mud tube is 6 feet in diameter, and rooms are dead ends of larger spaces where two or more mud tubes meet.

Creatures: In the hours that have passed since the drow were burned out of the nest, scavengers have moved into the tunnels to feed on the dead. If PCs enter the nests, they draw the attention of several territorial dire rats.

Dire Rats (12): hp 5 each; *Monster Manual* page 64.

Treasure: Characters could choose to explore the warren of enclosed tunnels, but the winding, chaotic construction makes this a nonintuitive process—exploring

the nest is like traversing a maze. The PCs could spend hours cataloging every last winding tunnel and mud-daubed dead end. Failing that, for each 2 hours a character spends exploring the burned-out nests, he or she can attempt a DC 18 Search check. A success yields a roll on Table 3–5: Treasure for 3rd-level treasures (page 52 of the *Dungeon Master's Guide*). Obviously the burned-out nests are not a never-ending source of treasure—once a total of four rolls have been made on the table, all the remaining valuables are cleaned out of the nest.

3. TEMPLE LEVEL STAIRS

This staircase leads to area 14 on the temple level of the ruin. When the adventurers approach this staircase, read:

Slabs of stone form a giant-sized staircase that leads higher into the ruin, but a narrow, humanoid-sized staircase is cut into one side.

4. EAST GALLERY

The open, pillared gallery on the east side of the ruin grants a wonderful view of the nearby jungle's edge, as well as the hint of other cyclopean ruins far off across the jungle landscape.

5. DARK LEVEL STAIRS

This staircase leads to area 9 on the dark level of the ruin. When the adventurers approach this staircase, read:

Slabs of stone form a giant-sized staircase that leads higher into the ruin, but a narrow, humanoid-sized staircase is cut into one side.

Development: Creatures at the top of the stairs in area 9 may hear characters who ascend these stairs, depending on how cautious the PCs decide to be. If the creatures hear the approaching PCs, they prepare an ambush.

6. EAST ANTECHAMBER

The giant door leading from area 4 to this area is stuck fast and can only be broken open (break DC 35).

If this chamber is accessed, it is found to be empty except for a layer of ancient dust. The door to area 8 is sealed and must be forced open or broken if the PCs want to access the next chamber.

7. WEST ANTECHAMBER

The giant door to this area can be pushed open farther (DC 20 Strength check), but it is already open just far enough for a Medium creature to squeeze through with a DC 20 Dexterity check. Smaller creatures can slip through without a problem, but larger creatures must open the door wider. The chamber is dark, and the light from the doorway only illuminates a small portion of it. The PCs must have a light source to examine the entire chamber. If the PCs enter this area, read:

A wide track mars the ancient dust that covers the floor. The stone shows actual ruts, revealing the passage of many human-sized feet over hundreds of years. The track leads straight across the room.

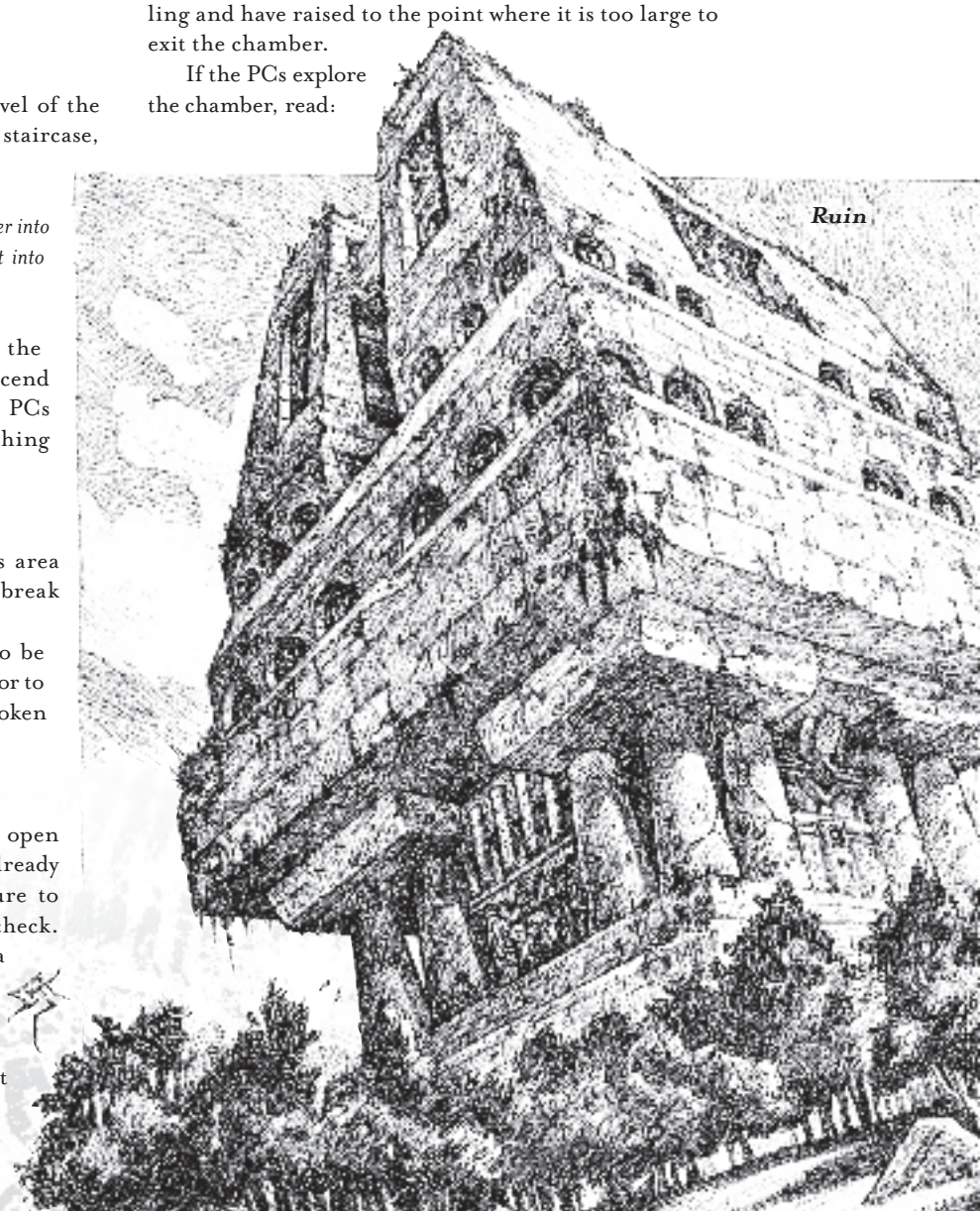
The track leads to another great door opposite the first. Sheaves of edible leaves, pottery, wine-filled vessels, and cuts of rotting meat are piled near that door, as if in offering. Several of the vessels are tipped and smashed.

The drow believe that an envoy of their god lives beyond the door leading to area 8, and they brought daily offerings to it prior to the arrival of the Emerald Claw task force, piling them against and around the door.

8. SAVAGE DEITY (EL 10)

The door between areas 7 and 8 stands open just far enough for a Medium creature to squeeze through by making a DC 20 Dexterity check. The effigy that the drow worship as a physical manifestation of their god lives within the chamber—a Gargantuan monstrous scorpion that the drow placed in the chamber as a hatchling and have raised to the point where it is too large to exit the chamber.

If the PCs explore the chamber, read:



Ruin

Half a human body lies tangled on the stone floor, empty of blood and horribly mangled. It wears the remnants of an Emerald Claw soldier's uniform.

Creature: The "god" survives on the offerings provided by the drow. It has grown hungry of late, but one of the Emerald Claw soldiers, ordered to check out the room by Garrow, provided it with enough food so that it is merely famished. It waits in darkness in the center of the chamber for its next morsel, attacking any creature that manages to squeeze through the door.

Gargantuan Monstrous Scorpion: hp 150; *Monster Manual* page 287.

Tactics: The monstrous scorpion attacks creatures that enter the chamber. If the door is pushed wide, it pursues potential meals into the gallery level and beyond.

Treasure: Over the years, a few choice offerings were brought to the drow "god." These are scattered haphazardly throughout this chamber. A casual search of the chamber reveals 120 ancient gold coins (worth a total of 3,000 gp to a collector), 3 golden-yellow topaz gems worth 500 gp each, and an intricately carved iron rod depicting a feathered serpent (a *lesser maximize metamagic rod*).

Drowned

Dark Level

Use the map of the dark level, on the inside cover, to run encounters in this section of the ruin.

9. Landing (EL 6)

The entrance into the dark level of the ruin refuses to budge, and so Emerald Claw soldiers continue to struggle to open it even as the adventurers draw near.

Light: Torchlight.

Sound: People talking (automatic).

When the adventurers begin to climb the stairs at area 5, read:

Flickering torch light dances at the top of the stairs, and the sound of people conversing in Common drifts down from above. Several humanoid figures stand around two massive doors, tending to a mechanism and trying to pry the doors open.

The Situation: After discovering that these doors would not budge, the Emerald Claw soldiers decided that more force might do the trick. To that end, they have assembled the mechanism now before the double doors leading to area 10. The mechanism consists of a winch-like wheel, a sturdy chain, and iron spikes embedded in the door. When the winch is turned, the chain tightens, and one of the doors is forced open. The mechanism is almost complete, requiring only the final adjustments. (If a PC wants to make the check, he or she must make a DC 15 Knowledge [engineering] check or a DC 20 Intelligence check. The soldiers, familiar with the workings of the device, automatically succeed on the check.) If the winch is employed while characters attempt to break down the doors, add 15 to the Strength check result. The winch mechanism can only be employed two times before it breaks and becomes useless.

The Doors: Unlike most of the giant doors in the ruin, these are still in great shape and form a watertight seal. They are 21-foot-high stone doors, each 9 feet wide; 2 feet thick; hardness 10; 360 hit points; AC 5; break DC 38. An iron bar secures the doors from inside area 10, and the doors are too large to be subject to *knock* spells.

Creatures: The soldiers attack anyone who is not part of their task force. If the characters made noise while ascending the stairs, or if events prior to this encounter have alerted the task force to the PCs' presence in the ruin, the soldiers here are immediately suspicious and prepare an ambush.

Emerald Claw Soldiers (6): hp 14 each; see Appendix.

Development: Water fills the area beyond the door. If the doors are finally opened, a portion of the water that fills the dark level rushes out with exceptional force, tumbling all creatures in area 9 down the stairs.

The stairs from the gallery level have one switchback. The force of the water tumbles all creatures and objects past the switchback and into area 5 of the gallery level, dealing 5d6 points of damage in the process (there is no chance to escape this initial flow). The flow of water continues, launching any creatures that fail to make a DC 17 Reflex save at this juncture off the edge of the gallery level. Those who fall 50 feet to the hard ground below take 5d6 points of damage. Following the initial surge, a continual stream of water pours out of the door at a rate slow enough to allow creatures to sidestep it. A continuous waterfall appears off the back of the ruin unless the door to the dark level is sealed again, or the inflow gate in area 11 is deactivated.

10. DROWNED DARK LEVEL (EL 8)

Once the doors to this area open, the level of water drops to a point where it covers the floor up to a depth of 2 feet.

Light: None. This level is dark and bleak.

Sound: The sound of flowing and dripping water (automatic).

When the adventurers pass through the doors in area 9, read:

Water covers the expanse of this vast enclosed level. A continual stream of water pours out the doors and down the stairs behind you, but ahead there is only darkness.

If the characters somehow manage to enter this area without opening the doors in area 9, the water level rises to a depth of 10 feet instead of 2 feet.

The Situation: An undead creature that lived in the Age of Giants haunts this dark, water-filled level. Once an elf slave, the creature died in an accident involving the portals that tap the elemental waters of the plane of Lamannia (see areas 11 and 12). Now it roams this dark level, drawn to the first living, intelligent creatures to enter the place in thousands of years.

Drowned: Male undead elf; CR 8; Medium undead; HD 20d12+20; hp 150; Init +5; Spd 30 ft., swim 30 ft.; AC 19, touch 11, flat-footed 18; Base Atk +10; Grp +17; Atk +12 melee (1d8+12, slam); Full Atk +12 melee (1d8+12, slam) and +12 melee (1d8+12, slam); SA drowning aura; SQ darkvision 60 ft., fast healing 5, undead traits, unholy toughness; AL CE; SV Fort +6, Ref +9, Will +12; Str 25, Dex 13, Con —, Int 9, Wis 10, Cha 12.

Skills and Feats: Hide +20, Listen +14, Move Silently +20, Spot +18, Swim +18; Alertness, Cleave, Great Cleave, Improved Initiative, Natural Attack (slam), Lightning Reflexes, Power Attack.

Languages: Ancient Elven, Giant.

Drowning Aura (Su): A drowned gives off a 30-foot-radius emanation of suffocating drowning, imbuing its surroundings with a watery glint that presents a deadly threat to creatures that breathe air. All air-breathing creatures within the aura are treated as though they were beneath the water in terms of being able to breathe. The drowning aura accelerates the process of drowning.

Within the drowning aura, a creature can only hold its breath if it makes a DC 10 Constitution check every round. Each round, the DC increases by 1. When a character eventually fails the check, it begins to drown. In the first round, it falls unconscious (0 hp). In the following round, it drops to –1 hp and is dying. In the third round, if it is still within the aura, it drowns and dies (–10 hp).

For additional information on the drowned, see *Monster Manual III* page 46.

Tactics: The drowned tries to stay out of the light of any creatures that enter, slip behind them, and then block the exit when they try to leave. It trusts to its drowning aura to aid it in defeating any living creatures. When the drowned draws close, read:

Suddenly the air becomes thick and wet, and it becomes harder and harder to breathe. It feels as though you've been plunged beneath the murky water, even though it barely reaches your knees.

If the PCs spot the undead elf, read:

The animated corpse of an elf emerges from the dark, drenched and dripping, glaring at you with malevolent eyes.

Treasure: The drowned wears a golden collar that once gave it great status among the elf slaves. Now meaningless other than its worth as an ancient golden trinket, it has a value of 500 gp.

11. INFLOW PORTAL

This one-way portal open to the elemental waters of Lamannia was once used for arcane experiments but now allows water to flow freely into the chamber.

Aura: Strong conjuration (teleportation) from the portal.

When the adventurers approach this area, read:

This massive stone support contains a 5-foot-diameter opening in its face, from which spurts a steady stream of water. The water is clear, pure, and cold. The lowest portion of the opening is seven feet above the floor.

The Situation: This is the source of the water that fills this level. It is a one-way portal from the elemental pools of water that cover Lamannia; you can't enter the plane through this portal. You can, however, enter through the outflow portal (area 12).

12. OUTFLOW PORTAL (EL 7)

This one-way portal to the elemental waters of Lamannia no longer functions as it was designed to do. Once, water flowed from the inflow portal to the outflow portal in a continuous tube, leaving the rest of the chamber dry. It no longer works according to design, and so the entire level has been flooded by the elemental waters.

Aura: Strong conjuration (teleportation) from the portal.

Important Rules: Water Dangers, *Dungeon Master's Guide* page 304; Underwater Combat, *Dungeon Master's Guide* page 92.

When the adventurers approach this area, read:

This massive stone support contains a 5-foot-diameter opening in its face, which offers a view of a great watery expanse. The lowest portion of the opening is seven feet above the floor.

On this plane, the span between the two portals is 260 feet. Within the elemental waters of Lamannia, however, the distance between the corresponding portals is only 20 feet. A character can enter this portal and find himself submerged in the waters of Lamannia, facing away from the inflow portal and separated from it by 20 feet of cold, pure water.

The Situation: Water mephits frolic in Lamannia, around the outflow portal. They used to enjoy tasting the changes to the water as it flowed from the Material Plane. Now that the level is no longer entirely flooded, the water no longer flows from Eberron, and the mephits are disturbed by the change in the familiar pattern. The mephits delight in attacking any character that comes through the portal.

Water Mephits (4): hp 19; *Monster Manual* page 185.

13. DARK ZIGGURAT

A three-stepped ziggurat rises out of the water across from the doors to this level. If the PCs have a light source and approach this area, read:

A stone ziggurat set in the floor rises toward the dark ceiling overhead in three steps. The ziggurat has three steps, each rising 10 feet higher than the previous level. Convoluted designs in carved relief cover every foot of the structure, except for the uppermost step. There, the strange designs appear on three on the four sides, each showing a single glyph. The fourth side is completely devoid of all markings.

The Situation: The designs on the ziggurat prove resistant to interpretation. Not only do they represent a long-dead language, they are entirely encrypted. If someone casts *comprehend languages*, the translated glyphs read as gibberish. A successful DC 20 Knowledge (arcana) check suggests the possibility of magical encryptions that belie standard translation procedures. A special cryptographic key must be found to translate the glyphs. This device, called the codebreaker, can be found in area 24.

Developments: Without the codebreaker, the glyphs cannot be read. With the codebreaker in hand, the designs on the lower two levels of the ziggurat can be deciphered. They describe a myth of the creation of a place called Xulenzen and a parable of a carver and a creek-lizard, both mostly inscrutable due to cultural differences. The glyphs that decorate three of the four sides of the uppermost step describe three coordinates for the Throne Gate (see area 33). These are three of the six needed to use the Throne Gate to access the resting place of the fourth schema.

The glyphs read as: The Scorpion's Tail, the River's End, and Garyx's Eye. A successful DC 25 Knowledge (arcana) check allows a character to recognize these as versions of the names of stars in the sky.

Temple Level

Use the map of the Temple Level, on the inside cover, to run encounters in this section of the ruin.

14. GALLERY LEVEL STAIRS

This staircase connects down to area 3 in the gallery level. A human-sized staircase is carved into one side of the otherwise giant-sized stairs. If the adventurers make noise or otherwise make their presence known, the Emerald Claw soldiers in area 15 sound the alarm.

15. SANCTUARY ANTEROOM (EL 2)

Two Emerald Claw soldiers guard the doors that lead into the temple sanctuary. Unless the adventurers take precautions, the soldiers hear or see their approach and raise the alarm. If the adventurers specifically attempt to move quietly, not use a light source, or take some similar precaution, then have the soldiers make Spot or Listen checks.

When the PCs reach the top of the stairs, they see the following. Alter the description if the soldiers are aware of their approach. Read:

Massive double doors of stone and rusted iron stand partially open to the north. Two uniformed men stand guard to either side. Light spills from the between the open doors.

This place served as an anteroom, a purification chamber prior to entering the main sanctuary to the north.

Creatures: A portion of the Emerald Claw task force explores area 16, looking for clues on how to activate the Throne Gate on the observatory level. Two soldiers guard the anteroom, watching for drow warriors or wandering creatures.

Emerald Claw Soldiers (2): hp 14 each; see Appendix.

Tactics: These soldiers have only one task—to note intruders and give warning to those in the sanctuary (area 16). After shouting their warning, the soldiers fall back to join their associates in the larger chamber.

16. SANCTUARY (EL 9)

After prying open the massive doors, a small contingent of the Emerald Claw task force entered this sanctuary in search of clues as to how to operate the Throne Gate in area 33.

Light: Daylight spell cast on a 5-foot-tall rod atop the ziggurat.

Sound: Sounds of many people working (automatic) unless the guards gave warning. If the warning was sounded, then the room is almost completely quiet as the task force prepares to deal with the intruders.

Aura: Moderate abjuration (*lesser globe of invulnerability* on top of the ziggurat).

When the adventurers pass (or look) through the opening between the massive doors, read:

The corners of this cyclopean chamber are lost in shadow, but the stone ziggurat set in the center of the 40-foot-tall chamber rises to within 10 feet of that height. A great globe of light, almost like daylight, illuminates the top of the ziggurat. The ziggurat has three steps, each rising 10 feet higher than the previous level. Convoluted designs in carved relief cover every foot of the structure, except for the uppermost step. There, the strange designs appear on three on the four sides, each showing a single glyph. The fourth side is completely devoid of all markings. Several human-sized figures move about the ziggurat, their shadows thrown as huge silhouettes across the walls. Tents, temporary tables, and other camp gear occupy the floor between the base of the ziggurat and the south wall.

The Situation: This sanctuary was important to the giants, and many wondrous secrets of a lost age are encoded upon the stone. A portion of the Emerald Claw task force is assigned here to decipher the glyphs.

Creatures: Garrow has placed Arkaban, a mummy sorcerer, in charge of deciphering the glyphs in this chamber. Arkaban is a devoted follower of the Blood of Vol and was brought on this expedition because of his expertise in life as an historian of Xen'drik and the Age of Giants. The mummy sorcerer labors here, with the help of Gunfarr Lok and his squad of four soldiers (two start out guarding the door at area 15, while the other two work in this chamber, dealing with any physical labor that Arkaban requires). Arkaban, Gunfarr, and the soldiers attack any intruders.

Arkaban: Male human mummy sorcerer 2; CR 6; Medium undead; HD 8d12 plus 2d4; hp 62; Init +6; Spd 20 ft.; AC 22, touch 12, flat-footed 20; Base Atk +5; Grp +12; Atk or Full Atk +11 melee (1d6+9 plus mummy rot, slam); SA despair, mummy rot; SQ DR 5/—, darkvision 60 ft., displacement 20% miss chance, undead traits, vulnerability to fire; AL LE; SV Fort +4, Ref +4, Will +11; Str 22, Dex 15, Con —, Int 10, Wis 10, Cha 17.

Skills and Feats: Concentration +13, Decipher Script +13, Diplomacy +16, Hide +15, Intimidate +16, Knowledge (arcana) +13, Knowledge (history) +13, Knowledge (religion) +13, Listen +15, Search +13, Sense Motive +13, Spellcraft +13, Spot +15; Alertness, Combat Casting, Great Fortitude, Improved Initiative.

Languages: Common, Elven, Giant.

Spells Known (6/5 per day; caster level 2nd): 0—*acid splash, detect magic, flare, read magic, touch of fatigue;* 1st—*magic missile, shocking grasp.*

Possessions: minor cloak of displacement, potion of invisibility, potion of bull's strength.

Gunfarr Lok: Male human fighter 3; CR 3; Medium humanoid; HD 3d10+9; hp 26; Init +1; Spd 20 ft.; AC 19, touch 11, flat-footed 18; Base Atk +3; Grp +5; Atk or Full Atk +7 melee (1d8+3/19–20, *+1 longsword*) or +4 ranged (1d8/19–20, light crossbow); AL LE; SV Fort +5, Ref +2, Will +2; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Jump +8, Listen +4, Spot +4; Cleave, Combat Reflexes, Power Attack, Toughness, Weapon Focus (longsword).

Language: Common.

Possessions: +1 chainmail, heavy steel shield, light crossbow with 6 *+1 adamantine bolts* and 20 normal bolts, *+1 longsword*, sunrod, tabard, pouch with 3d6 silver pieces and 2d8 gold pieces, *potion of cure moderate wounds*.

Emerald Claw Soldiers (2): hp 14 each; see Appendix. The two soldiers from area 15 may have retreated to this location if they noticed the approach of the adventurers.

Tactics: If the group isn't aware of the approaching adventurers, Arkaban works at the very top of the ziggurat, attempting to puzzle out the meanings of the glyphs that decorate three of the four sides of the uppermost step. Gunfarr wanders around the base of the ziggurat, occasionally glancing at the glyphs, but mostly appearing bored as he carries out his duty to protect Arkaban. The soldiers wait on the middle step of the ziggurat, ready to perform whatever task Arkaban assigns them.

The occupants take up defensive positions the moment they realize that intruders have entered the sanctuary. Gunfarr prefers to wade into melee. His soldiers start out using their crossbows before resorting to melee combat. Arkaban enjoys the protection provided by the permanent *lesser globe of invulnerability* that covers the top level of the ziggurat. (The effect is equivalent to that of a 10th-level caster; if dispelled, it returns 1d4 minutes later.) He uses his *acid splash* and *magic missile* spells to attack from range for as long as he can.

If the soldiers from area 15 have alerted those in the sanctuary, then the situation starts out a bit differently. The four soldiers take up defensive positions on the second tier of the ziggurat and pepper intruders with crossbow bolts for as long as possible. Gunfarr unloads with his adamantine bolts first, targeting warforged characters if any are present, before drawing his longsword and engaging in melee. Arkaban's tactics remain the same, though he has already gulped the *potion of bull's strength* he carries before the PCs enter the chamber. If things begin to go badly, Arkaban quaffs his *potion of invisibility* and tries to escape to rejoin Garrow.

Development: Arkaban knows that information Garrow seeks is imbedded in the ziggurat. According to Garrow's ongoing divinations, three coordinates of the six needed to properly orient the Throne Gate on the observatory level can be found encoded on this ziggurat. However, Arkaban has just come to the conclusion that a key for reading the glyphs must exist, and he just finished issuing the order to search the rest of the temple level when the adventurers arrive.

While Arkaban won't explain this to the PCs, the common soldiers can be intimidated into revealing their orders (DC 20 Intimidate check), and Gunfarr

can be bribed (DC 18 Diplomacy check, 250 gp, and his freedom). They have no idea exactly what they are searching for, other than Arkaban believes it can be used to read the ancient glyphs.

Without the codebreaker, the glyphs cannot be read. With the codebreaker in hand, the designs on the lower two levels of the ziggurat can be deciphered. They describe a myth of the magician-gods of the giants and a parable of the magehand and the giant's son, both mostly inscrutable due to cultural differences. The glyphs that decorate three of the four sides of the uppermost step describe three coordinates for the Throne Gate (see area 33). These are three of the six needed to use the Throne Gate to access the resting place of the fourth schema.

The glyphs read as: The Monkey's Paw, the Unicorn's Hoof, and Io's Twinkle. A successful DC 25 Knowledge (arcana) check allows a character to recognize these as versions of the names of stars in the sky.

17. SLAVE WARRENS

The elves that worked for the giants were housed in this section. Little remains from those ancient days. Read:

These rooms are far smaller than the other chambers. The entryways between the rooms, too, seem built to accommodate smaller, more human-sized frames. All that remains are drifts of dust.

Treasure: Thirty minutes and a DC 30 Search check unearths a solid mass of silver coins (all stuck together) worth 1,000 sp, a jade statue of a panther (worth 500 gp), and a silver amulet that is not corroded (an *amulet of health* +2) from the dust.

18. EMPTY ROOMS

None of these rooms contain anything of interest, just the dust and shadows of an ancient age.

19. OVERSEER'S CHAMBER

This was the chamber of the slaves' overseer. Once, it was a place of pain and misery. Now only a handful of memories remain from those ancient days. Read:

Brownish red stains smear the south wall of this chamber, where a few chains remain in perfect condition, trailing from hooks set high on the wall. Manacles small enough for a human wrist dangle from each end.

Of all the disciplinary equipment that once existed in this chamber (which the giants applied to their slaves), only three sets of chains and manacles remain, each containing a minor enchantment to ward off the ravages of time.

20. TEMPLE LEDGE (EL 8)

The temple level is open to the elements, and a 20-foot-wide ledge runs around the outside of the ruin. A group of dire apes has claimed the ledge as part of its hunting territory.

Light: Daylight (if day).

Sound: Padded animal feet and scrabble of claws on stone (Listen DC 25).

Important Rules: Bull rush, *Player's Handbook* page 154.

When the adventurers approach this area, read:

A ledge provides a path around the outside of the ruin at this level. At a height of about 150 feet above the ground, the view is spectacular. A light wind blows, scented with jungle odors. The great concavities carved into the side of the stone all along the ledge act like great ears, bringing faint sounds from the animals far below into sharper focus.

Green vines cover the ledge and hang from the stone above, and nearby jungle foliage grows close by.

The Situation: The dire apes use area 21 as a lair. They hunt in the jungle and along the ledge, but they also consider the ledge to be part of their lair and so actively work to protect it from intruders. If the adventurers step onto the ledge, there is a chance every round that the nearest duo of dire apes notices them with either a Listen or Spot check.

Creatures: A total of six dire apes roam the ledge, but they wander in pairs. During the day, two dire apes can be found on three of the four sides of the temple, walking the length of the ledge and then turning the corner to patrol the next side. At night, a single pair wanders the ledge while the rest of the troupe rests in area 21.

Dire Apes: hp 35 each; *Monster Manual* page 62.

Tactics: If the adventurers intrude on the ledge and are noticed by a pair of dire apes, the dire apes roar and move in to drive off or kill the invaders. After a conflict starts, the roars and the sounds of battle attract another pair of dire apes in 1d4+1 rounds. After the second pair appears, another arrives in 1d4+1 rounds. Arriving

Tooth of At-Ta-Ir (Minor Artifact)

This giant-sized tooth radiates magic. In order to function, the tooth must be placed in an empty tooth socket—it shrinks to fit the mouth of smaller than giant-sized creatures, though the tooth always remains oversized and obvious (the user loses 2 points of Charisma, and these points may never be restored). The tooth may not thereafter be removed without resulting in the death of the host. It grants the host a continuous *tongues* ability. Once per day, the host can use the spells *suggestion* and *shout.* Once per week the host can use the spell *word of chaos.* All these spell-like abilities are caster level 20th, save DC 20.

pairs start out at the corner of one side of the ledge upon which the original battle began.

If possible, dire apes attempt to position themselves to bull rush PCs off the ledge. If a dire ape succeeds in this action, the PC falls 150 feet (15d6 damage).

Battles on the south ledge attract the troupe leader from area 21 in 1d4+1 rounds.

21. KING OF THE APES (EL 6)

At night, the dire apes lair in this chamber. The leader of the troupe, a girallon, however, is always here. Read:

The giant-sized door to this chamber is stuck halfway open. Within, the stench of unwashed animals is overpowering. Piles of furs and wide leaves gathered from the surrounding jungle dot the chamber. Many animals obviously use this place as a den. As you glance around, a nearby shadow moves and a white gorilla with four arms emerges from the darkness with a menacing roar.

The Situation: A girallon leads the troupe of dire apes that lair within this chamber. The dire apes that wander the high faces of the ruin by day can be found here at night.

Creatures: If the adventurers approach this chamber during the day, the girallon is present. Dire apes arrive in pairs, beginning 1d4+1 rounds after a battle begins, and 1d4+1 rounds after each new pair arrives.

If the adventurers approach this chamber at night, four dire apes and the girallon are present, and the remaining pair of dire apes arrive 1d4+1 rounds after a battle begins.

In all cases, the girallon and dire apes attack intruders.

Girallon: hp 58; *Monster Manual* page 126.

Treasure: A search through the refuse reveals 160 ancient pp, 6 emerald gems worth 100 gp each, and one dusty rose gemstone shaped like a prism (an *ioun stone*).

22. LINGERING DEATH (EL 10)

An ancient trap slaughtered a squad of Emerald Claw soldiers in this chamber shortly before the adventurers arrive.

Light: Pale illumination from the lingering magical effect of the trap.

Sound: None.

Aura: Strong necromancy (trap on door in southeast corner of chamber).

When the adventurers approach this chamber, read:

A semicircle spray of bodies, body parts, and bits of Emerald Claw tabards surrounds a closed iron door in the southeast corner of this large and otherwise empty chamber. A gangrenous radiance illuminates the bodies, rising like dissipating mist from the mutilated forms.

The Situation: A squad of five Emerald Claw soldiers attempted to gain entry into the door in the corner of the chamber as they went about their search of this level of the ruin. Unfortunately for them, a deadly trap protected the door. The trap is still in place when the PCs enter the chamber, but it only has enough arcane power remaining to affect a single target.

***Wail of the Banshee* Trap, Depleted:** CR 10; magic device; proximity trigger (*alarm*) extending in a 20-foot-radius from door; manual reset; spell effect (*wail of the banshee*, CL 17th, Fort DC 23 negates); capable of affecting only a single additional target before the trap runs completely out of arcane power; DC 34 Search check to discover.

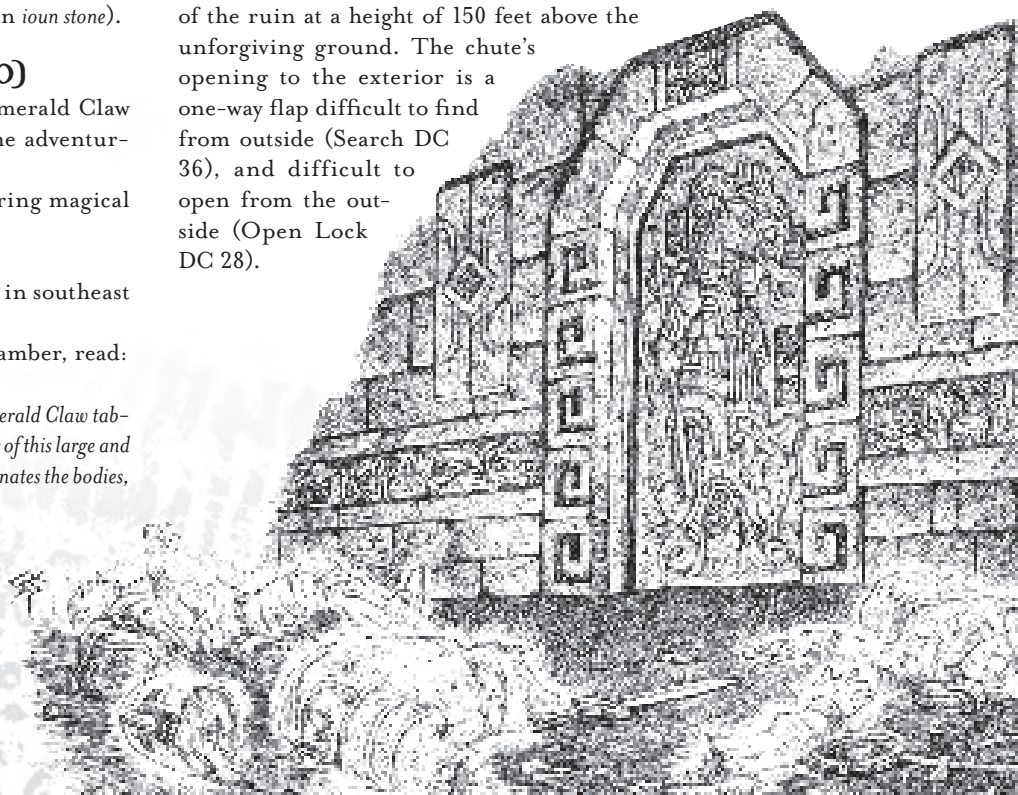
Development: The trap, after thousands of years, has come to the end of its ability to recharge, though it can affect one additional creature before its necromantic power completely fades. The luminescence still clinging to the Emerald Claw soldiers has no effect other than to serve as a warning, and it fades over the course of a few hours. Besides being closed (with all the trouble needed to open a closed giant door), the door is locked (Open Lock DC 23).

Treasure: Should the PCs bypass or deactivate the trap and open the door, they discover dust free chamber. A pedestal in the center of the chamber serves as a reliquary of one of the ancient giants that lived in the ruin. The reliquary holds a single giant-sized tooth: the *Tooth of At-Ta-Ir.*

23. SUDDEN EXIT (EL 9)

Nothing in this apparently empty room suggests the lethal trap waiting in front of the door to area 24.

As characters approach, a 10-foot-diameter area of the floor directly in front of the door drops away, revealing a razor-lined chute. Passage through the razor-lined chute quickly sends the victim to the exterior of the ruin at a height of 150 feet above the unforgiving ground. The chute's opening to the exterior is a one-way flap difficult to find from outside (Search DC 36), and difficult to open from the outside (Open Lock DC 28).



Wide-Mouth Razor-Lined Chute Trap: CR 9; mechanical; location trigger; manual reset; hidden lock bypass (Search DC 25, Open Lock DC 30); Reflex DC 20 avoids; 150 ft. to ground (15d6, fall); multiple targets (all targets within a 10-ft.-diameter area); chute razors (Atk +10 melee, 1d4 spikes per target for 1d4+5 damage); Search DC 20 to find; Disable Device DC 20 to deactivate.

24. THE CODEBREAKER (EL 6)

This chamber contains the codebreaker that can be used to decipher the glyphs that cover the ziggurats in areas 13 and 16. When the adventurers open the door to this chamber, read:

A stone pedestal stands in the center of this dust-free chamber.

The Situation: A final trap guards the codebreaker that rests upon the pedestal. The trap affects all creatures that move to within 10 feet of the pedestal.

***Flame Strike* Trap:** CR 6; magic device; proximity trigger (*alarm*) 10-ft. radius; automatic reset; spell effect (*flame strike*, 9th-level cleric, 9d6 fire, Reflex DC 17 half); Search DC 30 to discover; Disable Device DC 30 to disengage.

Treasure: The pedestal in the center of the chamber holds the codebreaker.

The Codebreaker

The codebreaker is a 1-foot-diameter gold hoop that frames a clear crystal pane. Through it, the glyphs on the ziggurat in areas 13 and 16 are translated into signs that the viewer can understand, assuming the viewer can read. It allows the encoded information on the ziggurats to be read, but cannot translate any other languages.

Faint divination; CL 4th; Craft Wondrous Item, *comprehend languages, read magic;* Price 5,200 gp; Weight 3 lb.

25. UNQUIET HUSK (EL 6)

This out-of-the-way chamber contains a desolate undead creature waiting to sap the vitality of any living beings that enter. When the adventurers open the door, read:

This chamber seems empty like so many others on this level, except for layers of debris and great drifts of dust that cover the floor. Cracks in the wall allow narrow beams of outside light into the chamber, as well as wind, rain, leaves, and other jungle debris.

The Situation: An undead creature lurks in the large drifts of dust. A casual glance around the chamber reveals that some of the drifts seem especially large, and a DC 24 Spot check allows a character to notice that one of the drifts has begun to move.

Creature: Those who make the Spot check can partake in the surprise round when one of the "drifts" shakes off its centuries of dust and attacks—it is a gray render zombie, a remnant of an older time.

Gray Render Zombie: hp 133; *Monster Manual* page 267.

Treasure: Mixed in with the debris in the chamber is a black, corroded mass of silver that has a value of 433 sp.

26. OBSERVATORY LEVEL STAIRS

This staircase leads up to area 27 on the observatory level. When the adventurers approach this location, read:

Slabs of stone form a giant-sized circular staircase, but a narrow, human-sized staircase is cut like a ribbon into the stair's exterior.

When the adventurers climb the stairs, go to the next section of the adventure.

Observatory Level

Use the map of the Observatory Level, on the inside cover, to run encounters in this section of the ruin.

27. TEMPLE LEVEL STAIRS

This staircase leads down to area 26 on the temple level. When the adventurers reach this location, read:

The circular stairs lead to a large chamber. Crates, barrels, and packages on sledgelike pallets are piled in all four corners and along the walls. Everything looks new and recently packed, and no sign of dust can be found on any of these items.

The Situation: The crates, barrels, and other parcels contain dried meats, relatively clean water, dried fruit, flour, grains, linens, and other supplies required by a large force on a long expedition. These supplies were offloaded from Garrow's airship, and much of it is stored here. More valuable stores are kept in area 29.

Characters interested in liberating some of the supplies find nothing more valuable than items normally costing 5 sp or less on Table 7–8: Goods and Services in the *Player's Handbook*, though it is up to the DM to determine exactly what can be found on the sledges. Should the characters take it upon themselves to claim all the supplies, the value of everything is about 300 gp.

28. HALL GUARD (EL 4)

Beyond the entry hall to this level of the ruin, four Emerald Claw soldiers stand guard. Garrow, so close to his goal, doesn't want to chance anything going wrong. The soldiers stand in torchlight, alert and on guard for drow warriors, wandering monsters, or the PCs—about whom Garrow has warned all his troops.

Emerald Claw Soldiers (4): hp 14 each; see Appendix.

29. TEMPORARY STOREROOM (EL 6)

The door to this chamber is closed and trapped with a glyph set by Garrow from a scroll.

***Glyph of Warding* (Blast):** CR 6; spell; spell trigger; no reset; spell effect (*glyph of warding* [blast], 16th-level cleric, 8d8 sonic, Reflex DC 14 half); multiple targets (all targets within 5 ft.); Search DC 28 to locate; Disable Device DC 28 to disengage.

Development: Garrow ordered ale, wine, and other valuables brought on the expedition to be stored separately in this chamber. If the adventurers get past the trap on the door, they see pallets of crates and barrels stored in the far corner of the chamber.

Characters interested in liberating some of the supplies for themselves find nothing more valuable than items costing 30 gp or less, though it is up to the DM to determine exactly what can be found on the sledges. Should the characters claim all the supplies (and make the effort to transport this bulk of items), the value of everything is 4,000 gp.

30. EMPTY ROOMS

These chambers are empty, though some show marks in the dust from where the exploring Emerald Claw soldiers marched.

31. GUARDIAN BONES (EL 7)

The closed giant door to this chamber is locked (Open Lock DC 23). If the adventurers open the door, read:

The dust in this chamber is less prominent than in other portions of the temple. Vivid mosaic tiles cover the floor. Two doors hang partially closed along the south wall.

The Situation: A giant skeleton hides behind the southwest door. It waits for the adventurers to get within 20 feet before it flings open the door and attacks.

Development: If the characters study the tiles (Search DC 15) or if anyone makes a DC 25 Spot check (DC 20 if they illuminate the entire room), they see that the tiles form a picture. The mosaic, best viewed from about 12 feet above the ground, depicts a stylized version of the construct that slumbers on the vault level.

Creature: The southwest door on the far wall holds a remnant of long ago, a priest or guardian of the temple that continues its duties in undeath. It flings open the door of its otherwise empty chamber and attacks any that tread upon the holy mosaic.

Cloud Giant Skeleton: hp 110; *Monster Manual* page 227.

32. OBSERVATORY LEDGE

This area is similar to area 20, and is patrolled by an equivalent number of dire apes. The differences are that the dire apes won't move deeper into the observatory level, and the girallon won't leave the temple level to aid these members of his troupe.

33. THRONE GATE (EL VARIABLE)

This area contains the means for reaching the vault level where the fourth schema rests. It is also where the adventurers encounter Garrow, perhaps for the last time. A lot depends on how the PCs believe they can best accomplish their mission—reclaim the three schemas and the creation pattern, and locate the fourth and final schema.

Light: By day the walls to each side and the webs hanging above keep the cleft in shadows despite the brightness of the sun. By night, four torches ensorcelled with *continual light*.

Sound: Sounds of people talking echo down the hall from area 38 (DC 18 Listen check).

Aura: Strong transmutation (Throne Gate).

When the adventurers approach this area, read:

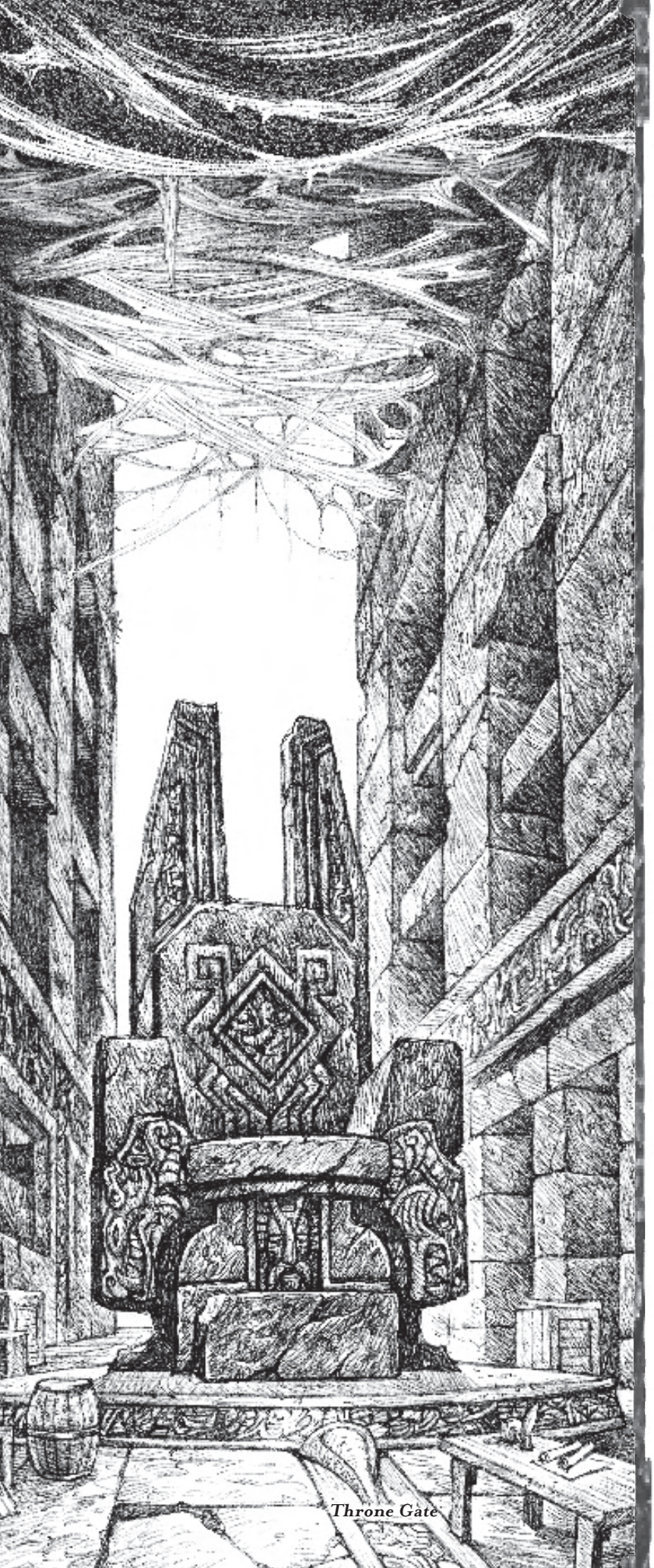
The constructed fissure in the cyclopean ruin throws the area into shadow, despite being open to the elements on two sides. The walls rise up well over one hundred feet on the east and west, and the clifflike faces are pocked with cavities and balconies opening on darkness. Great gauzy webs hang above at a height of sixty or so feet, crossing and recrossing the wide gap, which keeps the cleft in shadow even when the sun is high above. At the center of the cleft sits a throne fit for a titan: a mammoth chair of stone and metal sitting on an inscribed disk of unblemished iron. Around the periphery of the iron disk are wooden crates, a few barrels, and a wooden table strewn with a clutter of papers, pens, measuring devices, and other items. A single figure works around the inscribed disk, a rotund female in simple work clothes.

The Situation: Garrow has come to the conclusion that the path to the final schema is connected to the Throne Gate. He believes that if he can figure out the function of the Throne Gate, the final route to the schema will become apparent. Garrow spends all of his time at this location, seeking to find a way to activate the Throne Gate. He has ordered the rest of the task force to discover whatever it can, but unless he can puzzle out the workings of the device, he feels that Arkaban's studies (area 16) will provide the answers he needs.

A recent development, however, provides another way to solve the puzzle of the Throne Gate. About an hour ago, frustrated and unsure of how to proceed, Garrow began assembling the creation pattern. He placed the three schemas in his possession into the creation pattern. One schema remains to be found to complete the pattern, but the three-quarter-complete device has begun to behave in an unexpected fashion. The creation pattern spoke to Garrow.

It has said three things in the time since Garrow placed the third schema. The first thing, a word in the ancient giant language, meant nothing to Garrow, but the voice in his head certainly startled the priest. The second thing was articulated 10 minutes later, and it was another word that Garrow could not understand. The third thing, articulated 10 minutes after the second, was a series of words that Garrow's mind could understand: "Near … need … complete …"

Fascinated, Garrow thought back at the intruding voice: "How can I aid you?"



Throne Gate

Now, in the shadows around the Throne Gate, he awaits an answer.

The first form Garrow appears in is that of a rotund, fair-haired female provost from Morgrave University. When he notices the approach of the adventurers, he plays up the role to the hilt, claiming to be a prisoner of the Emerald Claw and being forced to work for them as they explore this ruin. He slips the creation pattern into one of the large pockets on his work clothes as nonchalantly as possible.

Garrow: hp 46; see Appendix.

Tactics: Garrow starts out trying to stall the PCs as he waits for the almost-complete creation pattern to communicate with him again. If he manages to fool the PCs, Garrow keeps up the charade while moving around the throne. He describes how he was forced to help the Emerald Claw, what they've thus far discovered about the ruin, how he thinks the Throne Gate operates—anything to keep the PCs interested and off their guard. When he moves as far from them as he can get, perhaps as far as the opposite side of the throne, he shouts for help and gulps his *potion of invisibility*. At this point, switch to combat rounds.

Garrow's call brings the remainder of the Emerald Claw task force from area 38. Scimitar and eight Emerald Claw soldiers start moving toward the Throne Gate in the first round.

While invisible, Garrow casts *shield of faith* and *divine favor* to aid his combat prowess. Sometime during this period, the creation pattern—its personality and sentience rekindled by the proximity of all the schemas but its mind more like that of a child due to its incompleteness—once again communicates with the priest of Vol. This time, it provides the names of the stars that will open the portal to the vault level. Garrow leaves the battle to Scimitar and his remaining troops as he moves to activate the Throne Gate.

Scimitar: Female personality warforged fighter 7; CR 7; Medium living construct; HD 7d10+7; hp 61; Init +2; Spd 20 ft.; AC 19, touch 12, flat-footed 18; Base Atk +7; Grp +11; Atk +14 melee (1d6+6/18–20, *+2 scimitar*) or +11 ranged (1d8+2/19–20, light crossbow with *+2 bolts*); Full Atk +14/+9 melee (1d6+6/18–20, *+2 scimitar*) or +11/+6 ranged (1d8+2/19–20, light crossbow with *+2 bolts*); SQ damage reduction 2/adamantine, warforged traits; AL NE; SV Fort +6, Ref +4, Will +1; Str 18, Dex 14, Con 13, Int 12, Wis 8, Cha 6.

Skills and Feats: Climb +10, Intimidate +9, Jump +10; Adamantine Body, Cleave, Great Cleave, Improved Bull Rush, Point Blank Shot, Power Attack, Weapon Focus (scimitar).

Language: Common.

Possessions: +2 scimitar, 2 potions of repair serious damage, potion of cat's grace, light crossbow with 10 *+2 bolts*, traveling cloak.

Warforged Traits (Ex): Immunity to poison, sleep effects,

paralysis, disease, nausea, fatigue, exhaustion, effects that cause the sickened condition, and energy drain.

Emerald Claw Soldiers (8): hp 14 each; see Appendix.

The Throne Gate: This in-place dungeon device contains a potent magical charge. Anyone seated upon the giant-sized throne gains an unhindered view of the heavens, despite cloud cover, lighting conditions, or obscuring webs. Indeed, it appears as if the night sky has descended to surround the Throne Gate—or the Throne Gate has ascended into the sky. Concentrating makes a star come into focus and seem to move closer. The throne, obviously, is an incredible boon to mages interested in the stars, though it can't be removed.

The iron disk upon which the throne sits is inscribed with over one thousand names, written in the language of the ancient giants (but not encrypted, as are the glyphs in areas 13 and 16; these can be translated with a simple *comprehend languages* or similar contrivance). These are the names of stars (at least, the names the giants gave to them). Anyone sitting upon the throne who utters the name of any of the inscribed stars is rewarded when a point in space above the disk begins to glow a twinkling white. The next five named stars also create small points of light. Continuing to name stars creates yet more points, but the first named in the series wink out. Essentially, only six stars light up at any one time. The lights dim after 10 minutes, but naming them again reignites the glow.

The only combination still working uses the names of the stars from areas 13 and 16. When the names are spoken aloud (the order doesn't matter), a portal to the vault level (area 40) opens. The names are: Scorpion's Tail, River's End, Garyx's Eye, Monkey's Paw, Unicorn's Hoof, and Io's Twinkle.

Anyone on the wide throne is instantly teleported to area 40. While the stars stay bright for 10 minutes, any creature climbing onto the throne is teleported to area 40. If the portal lapses, it can be opened again by speaking the proper combination of star names.

If Garrow can manage it, he gets onto the throne while still invisible, quietly speaks the words (Listen DC 25 to hear the whispers) and teleports to area 40. Noticing that something has changed (the brightly illuminated stars) while not on the throne and in the middle of a fight requires a DC 25 Spot check.

Treasure: The charcoal, inks, pens, and a volume of low-grade paper are worth 20 gp. Other items, including a magnifying glass, a small scale, and several measuring rods, have a total value of 50 gp.

34. Arkaban's Quarters

When Arkaban is not in area 16, he rests here. The adventurers can find crystal goblets, silver utensils, and other items of privilege, worth a total of 300 gp. In a locked chest (Open Lock DC 25) are four bottles of a crimson liqueur flavored with human blood. If sold at the right market, these would fetch a total of 1,000 gp. It is a favorite of some Blood of Vol followers.

35. Secret Chamber (EL 7)

The drow deposited clay urns containing the ashes of priests and wizards who went mad before they died—something that happens a lot to those who explore Xen'drik's ancient places. A few of these urns now contain undead that the adventurers might release if they search the chamber. Read:

A collection of five-foot-tall clay urns decorated in strange markings are carefully arranged in the southwest corner of this otherwise empty chamber.

The thirty urns contain the ashes of many drow. The markings are ceremonial and protective in nature.

Creatures: Two of the urns contain the essence of wraiths, which silently emerge and attack any living creature that disturbs the urns.

Wraiths (2): hp 32 each; *Monster Manual* page 257.

36. Barren Cells

These chambers are empty except for an ancient layer of dust.

37. Dead Book Room (EL 6)

The door to this room is trapped, affecting creatures in the room to the south.

***Lightning Bolt* Trap:** CR 6; magic device; proximity trigger (alarm); automatic reset; spell effect (*lightning bolt*, 10th-level wizard, 10d6 electricity, Reflex DC 14 half); Search DC 28 to locate; Disable Device DC 28 to disengage.

The remaining structure of this chamber reveals that this was once a great library. However, time has rendered most of the lore into piles of dust.

Treasure: A single magical tome of giant size remains, buried in the dust (DC 24 Search check to find). If translated from ancient giant, the ungainly tome, bound between metal plates, functions as a *manual of bodily health +1*.

38. Reinforcements (EL 8)

This space serves as camp for the Emerald Claw soldiers. Scimitar and eight soldiers are here when the PCs explore this level of the ruin. More than likely, the PCs encounter this force at area 33.

39. The Slave Attics (EL variable)

The two areas keyed to this entry represent the staircases that ascend up into the twin "slave attics" that occupy the very top of the ruin. A warren of elf-sized rooms and passages extend upward on either side of area 33. Webs fill these areas, and monstrous spiders use the place as a lair. If the adventurers approach the stairs, read:

Slabs of stone form a narrow staircase leading upward. The stairs are not nearly large enough for giant feet.

No map exists for the confusing floor plan of the slave attics. Characters who push their way past the webs find empty rooms, but many spiders.

Creatures: For each 10 minutes the characters spend exploring here, there is a 30% chance of running afoul of 1d4 monstrous spiders.

Large Monstrous Spiders (1d4): hp 22 each; *Monster Manual* page 289.

The Vault Level

Use the Vault Level Map, on the inside cover, when running encounters on this level of the ruin.

40. Vault Dais Entry

Anyone who activates the Throne Gate (area 33) is teleported instantly to the top of the dais. Anyone who climbs onto the top step is instantly returned to area 33.

Light: Dim light suffuses most of the room, emanating from myriad sources.

Sound: Murmuring, humming, whirring (from the stone pillars spread across the chamber) (automatic).

Aura: Strong in all schools (from the stone pillars spread across the chamber).

When the adventurers reach this area, read:

Five massive stone steps, each 10 feet high, descend 50 feet into a great vault filled with hulking, dimly glowing pillars of stone. Buildinglike in size, the strange stone shapes rise from the floor, protrude through the walls, and burrow into the ceiling. Cords extend from each pillar, which in their multitude create great draperies, all of which lead toward something hidden on the far side of the chamber. Some of the cords appear metallic, but many consist of a more organic material. At the bottom of the steps, a human-sized figure stares into the larger chamber beyond.

The Situation: The stone pillars and great cords are described in area 41. Garrow got as far as the bottom step when Xulo's mental commands became too much for him to withstand. As the PCs get closer, they see that Garrow is spasmodically shifting through forms they may recognize from previous adventures. Read:

The figure of the rotund provost twists and bends as if in pain, then the features flow like water and you see a thin, disheveled half-elf. He holds the creation pattern in both hands and seems to be conversing with it between spasms. Another spasm overtakes him, and his features reset themselves. Now he appears as a tall, emaciated man with dead-white skin and a thick scar between his eye and ear. "Fine!" the figure screams, "Take it and be gone from my mind!" With that, he flings the creation pattern away from him, into the larger chamber beyond.

Development: The sentient creation pattern Xulo gets stronger the closer it gets to the fourth schema. Since reaching this level, Garrow has been struggling to retain control of his own mind. To that end, he finally hurls the creation pattern away, toward where Xulo was forcing him to take it. For the moment, the creation pattern and its three schemas is lost from view among the cords that snake across the chamber floor.

If the adventurers attack, Garrow is surprised by their arrival. If they wait until Garrow notices them, the priest shrieks his anger and frustration at them, curses House Cannith and its pathetic minions, and attacks. This is where Garrow, if he still lives, plans to meet his end or destroy the adventurers. He uses everything in his arsenal to accomplish this, calling on "Beloved, brutal Vol" often during the final exchange.

41. Creation Forge (EL 9)

This hidden chamber reveals that the techniques used by House Cannith have an equivalent in ancient Xen'drik, and perhaps the knowledge of the ancient giants served to inspire the first Makers of Cannith.

Light: Dim light suffuses most of the room, emanating from the strange stone pillars.

Sound: Murmuring, humming, whirring (from the stone pillars spread across the chamber) (automatic).

Aura: Strong in all schools (from the stone pillars spread across the chamber).

When the adventurers reach this area, but before they try to retrieve the creation pattern, read:

Past the strange stone pillars that hum with arcane energy, the draperies of cord snake toward their nexus: A giant humanoid shape standing in darkness. The cords connect to the shape on every side, as if catching the great figure in a massive web. Standing nearly 30 feet tall, the shape is imposing, appearing to be made of stone and metal and other, unidentifiable components. One pillar in the southeast portion of the chamber has a slightly different appearance from the others in the room. An assortment of oddly shaped items covers one face of the pillar—items that look like the schemas.

The Situation: The ancient giants and their elf magehands built this arcane creation forge and the "primitive" warforged still housed within it. The creature was almost ready to emerge from the forge when the cataclysm that ended the Age of Giants struck. It has waited since then for the commands that would set it free. This chamber also served as the hiding place for the fourth schema. Dozens of schemas of different shapes and sizes adhere to one of the pillars. Among these is the fourth schema.

Xulo wants to be whole again. This can happen in a number of ways. Two suggestions are described below.

PCs: The PCs can locate the creation pattern among the crisscrossing mass of cords by making a DC 25 Search check. The schema can be found with a DC 20 Search check of the storage pillar. If the PCs collect both and add the fourth schema to the creation pattern, Xulo becomes whole (see below). If they don't connect them, Xulo attempts to compel the PC carrying it to complete the pattern (as the *suggestion* spell, Will DC 25 to resist).

Xulo: At this close proximity, the almost complete creation pattern has its own method for attaining the fourth schema. The pieces want to be together, and they are drawn toward each other if no other option presents itself. The creation pattern slides across the

floor, while the fourth schema floats from its perch to fit itself in place. When this occurs, Xulo becomes whole (see below).

Creature: The "primitive" warforged was never completed. It was not imbued with sentience. The PCs can examine it, talk to it, whatever. It makes no response until after Xulo becomes whole (see below). Then the creation pattern can do what it was crafted to do—make the warforged sentient.

Primitive Warforged: CR 9; Huge living construct; HD 14d10+20+40; hp 142; Init +4; Spd 50 ft.; AC 26 (–2 size, +18 armor), touch 8, flat-footed 26; Base Atk + 10; Grp +24; Atk +16 melee (2d10+7, slam); Full Atk +16/+11/+6 melee (2d10+7, slam); Space/Reach 15 ft./15 ft.; SA —; SQ damage reduction 5/—, low-light vision, resistance to acid 5, cold 5, electricity 5, fire 5, and sonic 5, warforged traits; AL N; SV Fort +10, Ref +4, Will +9; Str 25, Dex 10, Con 15, Int 12, Wis 12, Cha 12.

Skills and Feats: Climb +15, Listen +11, Spot +11, Survival +6; Combat Reflexes, Greater Weapon Focus, Improved Initiative, Improved Overrun, Power Attack, Weapon Focus.

Xulo

When the fourth schema is placed into the creation pattern, read:

The creation pattern begins to hum with power and glow with a ghostly arcane radiance. A terrible voice fills your mind, speaking in no language and every language. You can easily understand the words. "I . . . am . . . complete!" the voice shouts. "Xulo is . . . whole!" Then, the voice leaves your thoughts and emerges from the great figure in the center of the chamber as the creation pattern adheres itself to the figure's chest. "And now, Xulo has a body!" With that, the giant construct that looks like some ancient version of a warforged begins to move.

The Situation: The malevolent sentience contained within the Xulo pattern wants to be free. A new world exists wherein it can plan, plot, and work its terrible will. It takes control of the primitive warforged, using it to deal with any lingering threats and to provide it with a method of locomotion. The warforged, however, was never completed. Many of its weapons and special qualities still need to be added. Xulo plans to get the creation forge running at full power to finish the job.

Muroni proclaims that a great and terrible event has occurred. "The pattern of the Prophecy forever unfolds in profound ways," Muroni says. "This day, we have witnessed the culmination of one verse of the Prophecy, and the beginning of another." Then she falls quiet, saying nothing else on the subject.

Tactics: Xulo uses the body of the primitive warforged according to the statistics listed above. In addition to the physical move and attack actions it can make through the warforged, Xulo can use one of its powers every round. It seeks to destroy the adventurers and finish the work on the warforged. Until that work is done, the warforged can't leave the chamber and is vulnerable to attacks on the cords connecting it to the forge.

Creation Forge: Characters can try to destroy the pillars and cords that provide continued animation to the primitive warforged. Each pillar has hardness 10 and 300 hit points. The cords attempt to avoid being severed, twisting away from any attack. Each of the fifty metallic cords has AC 13, hardness 10, and 30 hit points. Each of the fifty organic cords has AC 20, 18 hit points, and fast healing 3. For every ten cords the PCs sever, the warforged loses 1 Constitution point. If all the cords are severed, the warforged dies.

Xulo: Arcane creation pattern (unique); AC 16; hardness 10; hp 60; AL CE; Int 20, Wis 14, Cha 18; Telepathy, 120 ft. vision and hearing, blindsense; Ego score 29.

Lesser Powers: Detect magic at will, 10 ranks in Intimidate (+14), 10 ranks in Knowledge (history) (+15).

Greater Powers: Detect thoughts and *cause fear* at will.

Special Purpose: Add sentience to magic items (original), sow discord and inflict pain (adopted).

Dedicated Powers: Bestow sentience, *confusion, crushing despair.*

Personality: Xulo is a malevolent entity that revels in promoting chaos as much as in creating intelligence in magic items. Now that it is once again whole, it plans to learn all about this new world and decide what mark it can make upon it. Once whole, Xulo must be reduced to 0 hit points for the schemas to be removed.

Conclusion

If the Xulo creation pattern defeats the PCs, it finishes the process of creating the primitive warforged and then uses the giant form as its body. When it shows up again, and for what purpose, is left for DMs to determine.

If the PCs defeat the Xulo creation pattern, they can once again disassemble it and decide what to do with it.

If the PCs decide to return it to Elaydren, they must take precautions, because the pattern wants to be whole and will mentally urge the PCs to put it back together throughout the entire trip back to Sharn. Returning the pattern and the schemas to Elaydren gains the PCs the rest of their reward. Merrix makes Xulo whole once more shortly thereafter. What happens next is left for DMs to determine.

If the PCs decide to scatter the schemas, they don't get any further reward from Elaydren. In addition, House Cannith now becomes hostile toward the PCs, and both Elaydren and Merrix will seek revenge at some future opportunity.

The riverboat, the air-skiff, and the undersea ship remain to get the adventurers back to Stormreach and, eventually, to Sharn.

When the PCs return to Stormreach, Muroni gives her final words of wisdom before leaving the party. "I serve the dragon Vuulaytherus," Muroni says. "I study the Prophecy. You have allowed me to watch a particularly important verse unfold. I thank you, and Vuulaytherus thanks you. The dragons have marked you, so perhaps we shall meet again when the next verse reveals itself. Fare you well, my friends."

Appendix

The following characters might appear in more than one encounter, so they're presented here for easy reference.

Byam

This gnome is captain of the experimental undersea ship *Sea Dart.* He works for House Cannith.

Byam: Gnome expert 5; CR 4; Small humanoid; HD 5d6+6+6; hp 29; Init +0; Spd 20 ft.; AC 13, touch 11, flat-footed 13; Base Atk +3; Grp –1; Atk +5 melee (1d4+2/×3, masterwork gnome hooked hammer); Full Atk +3 melee (1d4+2/×3, masterwork gnome hooked hammer) and +3 melee (1d4+2/×3, masterwork gnome hooked hammer); SA spell-like abilities; SQ gnome traits; AL NG; SV Fort +2, Ref +1, Will +4; Str 13, Dex 10, Con 13, Int 12; Wis 10, Cha 12.

Skills and Feats: Bluff +8, Craft (submersible making) +8, Diplomacy +9, Knowledge (arcana) +8, Knowledge (geography) +8, Profession (submariner) +8, Sense Motive +8, Speak Language (Sahuagin); Toughness (2).

Spell-Like Abilities: Intelligence not high enough.

Languages: Common, Gnome, Sahuagin.

Possessions: masterwork gnome hooked hammer, *potion of cure light wounds*, compass, key to ship vault (where 300 pp are kept in reserve), identification and travel papers.

Drow Warriors

The drow that live in the ancient ruin are angry about the Emerald Claw invasion and attack any other intruders they encounter.

Drow: Drow warrior 3; CR 4; Medium humanoid (elf); HD 3d8+3; hp 16; Init +1; Spd 30 ft.; AC 13 (+1 Dex, +2 leather armor), touch 11, flat-footed 12; Base +3; Grp +5; Atk or Full Atk +6 melee (1d6+2, shortspear) or +5 ranged (1d6+2, javelin); SA spell-like abilities; SQ darkvision 120 ft., spell resistance 13; AL N; SV Fort +4, Ref +2, Will +1; Str 15, Dex 12, Con 12; Int 12; Wis 11, Cha 10.

Skills and Feats: Climb +7, Handle Animal +3, Intimidate +5, Listen +2, Spot +2, Search +2, Swim +7; Weapon Focus (shortspear), Weapon Focus (javelin).

Drow Traits: Immune to magic sleep spells and effects; +2 racial bonus on saves against enchantment spells or effects; entitled to a Search check when within 5 feet of a secret or concealed door as though actively looking for it; +2 racial bonus on Will saves against spells or spell-like abilities; spell-like abilities (1/day—*dancing lights*, *darkness*, and *faerie fire* as the spells, caster level 3rd); drow here and around the cyclopean ruins have lost the light blindness of the standard drow race; +2 racial bonus on Listen, Spot, and Search checks.

Languages: Drow, Drow Sign Language.

Possessions: leather armor, shortspear, 5 javelins.

Emerald Claw Soldiers

These agents of the Emerald Claw work for Brother Garrow, a priest of Vol.

Emerald Claw Soldier: Human warrior 2; CR 1; Medium humanoid; HD 2d8+5; hp 14; Init +0; Spd 20 ft.; AC 17, touch 10, flat-footed 17; Base Atk +2; Grp +3; Atk or Full Atk +3 melee (1d8+1, flail) or +2 ranged (1d8/19–20, light crossbow); AL LE; SV Fort +4, Ref +0, Will +0; Str 13, Dex 11, Con 12 , Int 9, Wis 10, Cha 8.

Skills and Feats: Intimidate +3, Knowledge (religion) +0, Ride +4; Power Attack, Toughness.

Language: Common.

Possessions: chainmail, dagger, heavy wooden shield, light crossbow with 20 bolts, flail, sunrod, tabard, pouch with 2d6 silver pieces and 1d8 gold pieces, identification papers (two sets, one false).

Muroni

Muroni serves the silver dragon Vuulaytherus and the Chamber. She observes the draconic Prophecy and travels to wherever it unfolds to act as Vuulaytherus's witness to events.

Muroni: Female elf cleric 4; CR 4; Medium humanoid; HD 4d8+4; hp 23; Init +5; Spd 20 ft.; AC 23, touch 11, flat-footed 22; Base Atk +3; Grp +3; Atk or Full Atk +4 melee (1d8, masterwork heavy mace with dragonhead); SA turn undead; SQ elf traits; AL LN; AP 3; SV Fort +5, Ref +2, Will +6; Str 11, Dex 13, Con 13, Int 10, Wis 16, Cha 15.

Skills and Feats: Knowledge (nature), +7, Knowledge (history) +7, Knowledge (arcana) +4; Dodge, Heroic Spirit, Improved Initiative.

Cleric Spells Prepared (caster level 4th): 0—*detect magic*[V], *guidance*[V] (3), *light;* 1st—*cure light wounds, detect secret doors*[DV], *divine favor, magic weapon, shield of faith;* 2nd—*bear's endurance, cure moderate wounds, detect thoughts*[DV], *lesser restoration*.

D: Domain spell. *Domains:* Knowledge (all Knowledge skills are class skills, cast divination spells [V] at +1 caster level); Law (cast lawful spells at +1 caster level). *Deity:* Aureon, God of Law and Knowledge.

Languages: Common, Draconic.

Possession: *+1 full plate, +1 heavy steel shield, wand of cure light wounds* (25 charges), scroll of *protection from energy*.

Garrow

A priest of the Blood of Vol in service to the Order of the Emerald Claw, Garrow is a changeling who never appears in the same guise twice. He hopes to one day prove his worth to Vol and receive the reward of undeath.

Garrow: Male changeling cleric 8; CR 8; Medium humanoid (shapechanger); HD 8d8; hp 46; Init +6; Spd 30 ft.; AC 20, touch 12, flat-footed 18; Base Atk +6; Grp +6; Atk +8 melee (1d8+2, *+2 flail*) or +9 ranged (1d8+1/19–20, light crossbow); Full Atk +8/+3 melee (1d8+2, *+2 flail*) or +9/+4 ranged (1d8+1/19–20, light crossbow); SA death touch, rebuke undead 5/day (+4, 2d6+10, 8th); SQ changeling traits, minor change shape; AL LE; AP 3; SV Fort +6, Ref +4, Will +9; Str 10, Dex 14, Con 10, Int 14, Wis 16, Cha 14.

Skills and Feats: Bluff +6, Concentration +7, Diplomacy +9, Disguise +6 (+16 when using minor change shape), Hide +4, Knowledge (religion) +5, Sense Motive +5, Spellcraft +9; Heroic Spirit, Improved Initiative, Spell Focus (necromancy).

Languages: Common, Elven, Goblin.

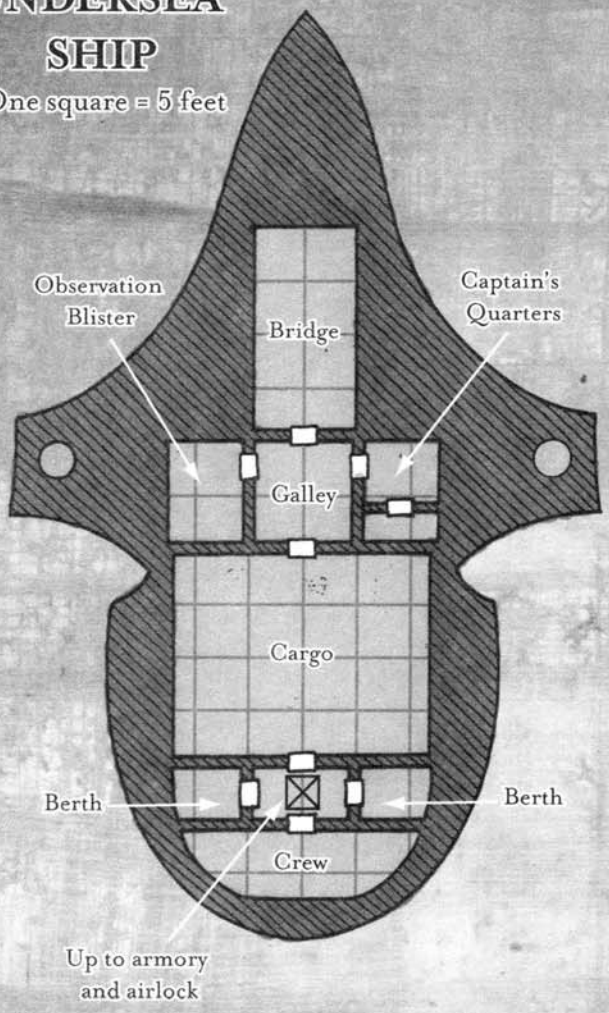
Cleric Spells Prepared (caster level 8th): 0—*cure minor wounds* (2), *detect magic, guidance, resistance;* 1st—*cure light wounds, divine favor, obscuring mist, protection from good, ray of enfeeblement*[DN], *shield of faith;* 2nd—*command undead*[DN] (DC 17), *cure moderate wounds, hold person* (DC 15), *inflict moderate wounds*[N] (DC 17), *silence;* 3rd—*animate dead*[DN], *bestow curse*[N] (DC 18), *dispel magic, prayer, searing light; 4th—cure critical wounds, divine power, greater magic weapon.*

D: Domain spell. *Domains:* Death (death touch once per day, damage 5d6), Necromancer (cast necromancy spells [N] at +1 caster level). Deity: The Blood of Vol.

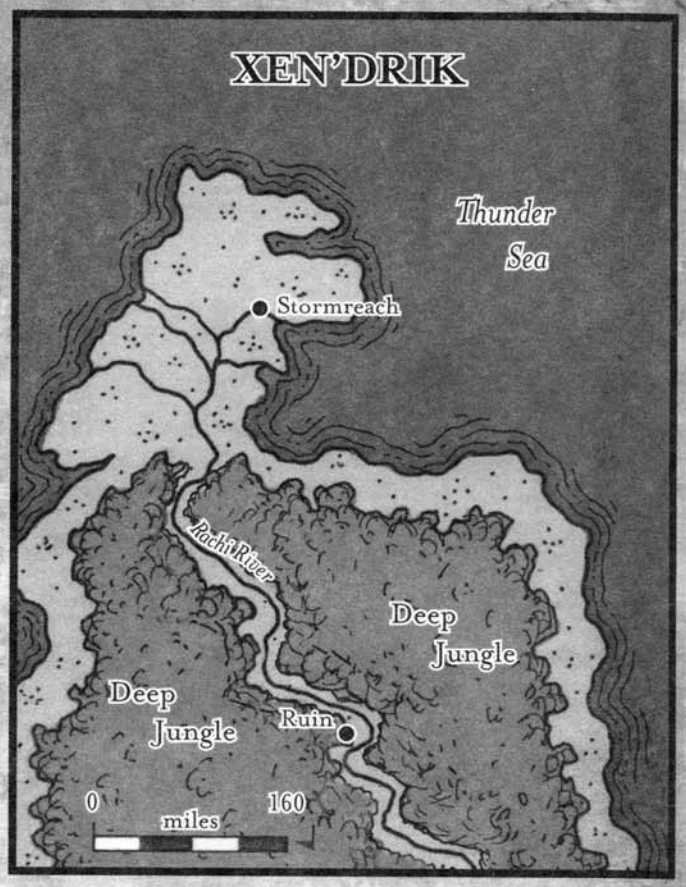
Possessions: +3 glamered breastplate, masterwork dagger (holy symbol), *+2 flail*, light crossbow with 10 *+1 adamantine bolts, potion of invisibility, potion of cure moderate wounds.*

UNDERSEA SHIP

One square = 5 feet

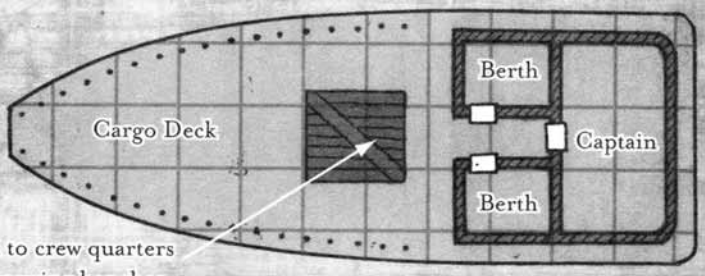


XEN'DRIK



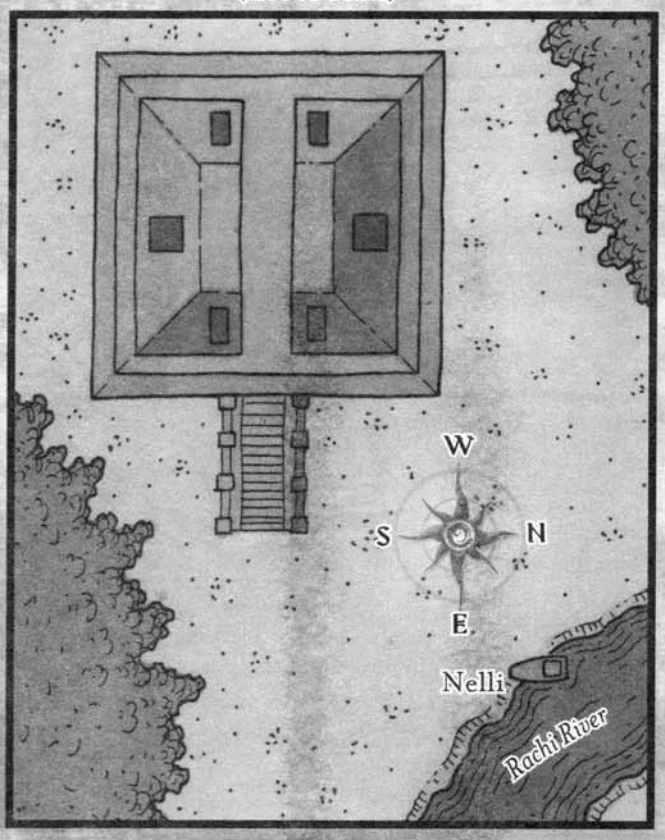
MARLOW DECKPLAN

One square = 5 feet



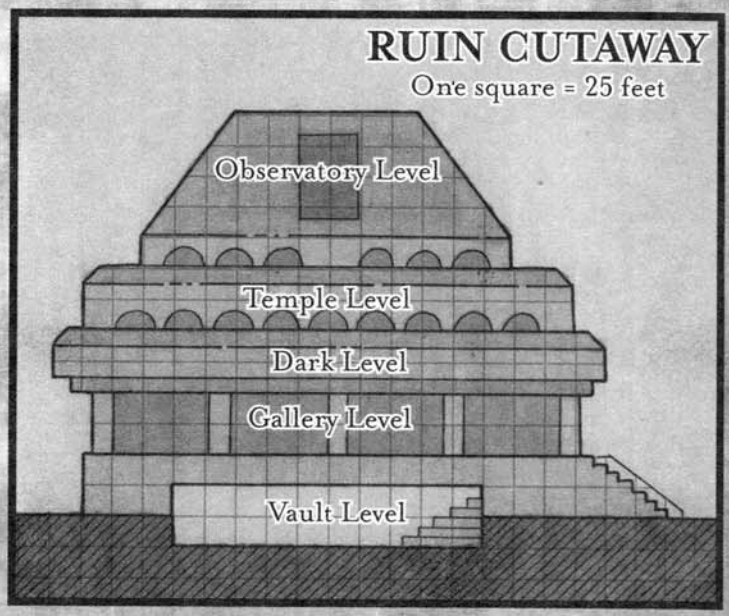
RUIN OVERVIEW

(not to scale)

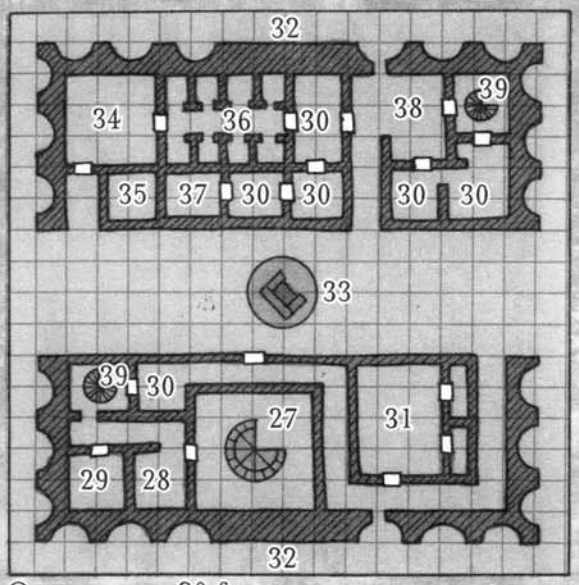


RUIN CUTAWAY

One square = 25 feet

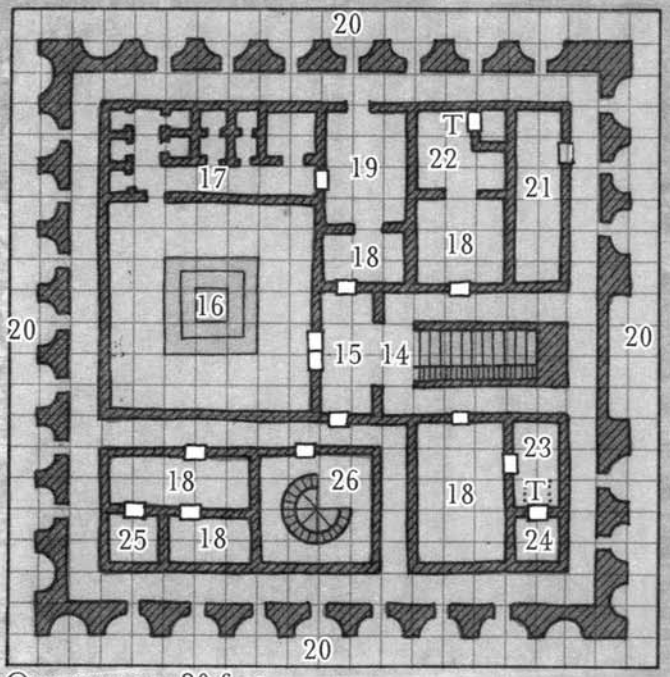


OBSERVATORY LEVEL



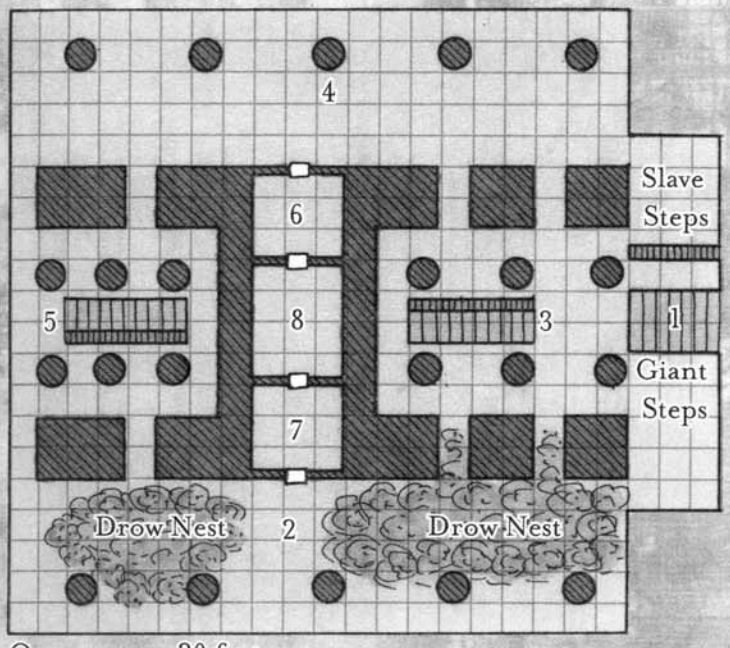
One square = 20 feet

TEMPLE LEVEL



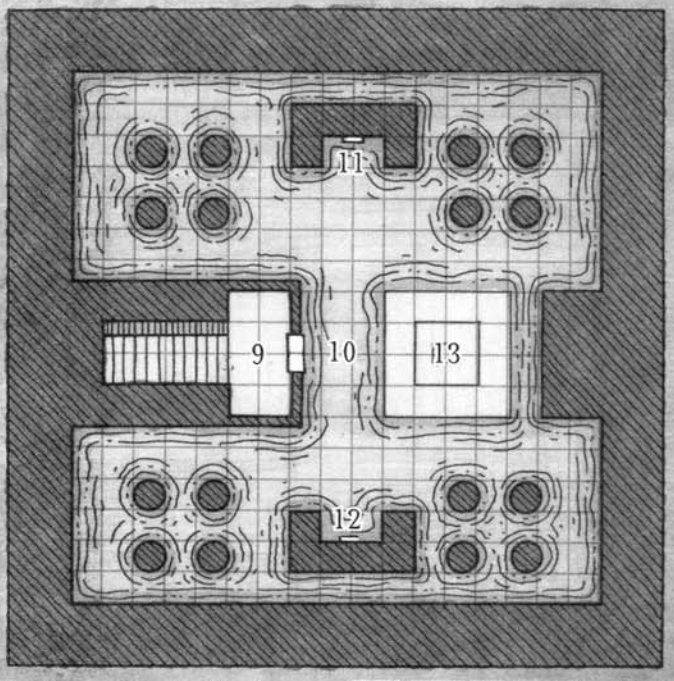
One square = 20 feet

GALLERY LEVEL



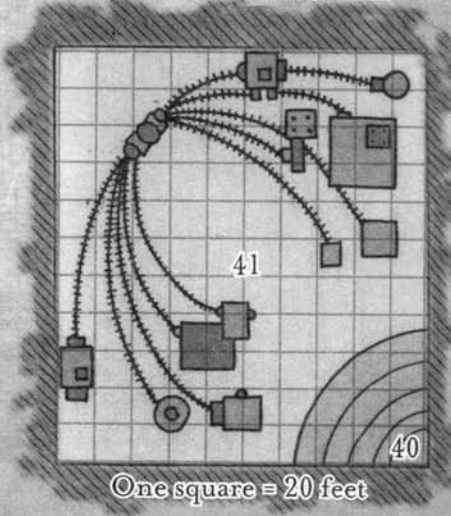
One square = 20 feet

DARK LEVEL



One square = 20 feet

VAULT LEVEL



One square = 20 feet

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